



"Mama Said" 1034-218 Final Board



Date 02/13/15

Board Team Final

Network Approval Board

Record Board

Animatic Scan Board

Conformed Board 02/13/15

Design Board

Final Board

Adventure Time Created by Pendleton Ward

> **Supervising Director** Elizabeth Ito

Storyboard by Kent Osborne & Kris Mukai 2

34/

0

Animation Studio SAEROM

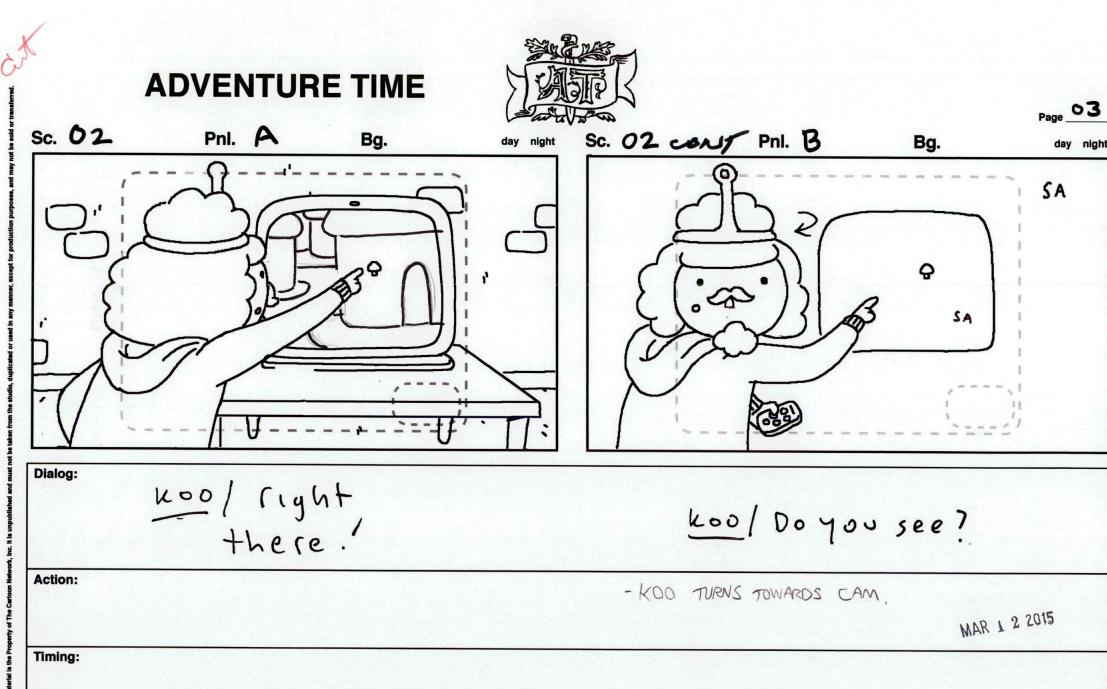
MAR 1 2 2015

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EPISODE#

Production:

Sc. OI	ADVENTURE 7	Bg. day night	Sc. OI CONT Pol.	D Bg.	Page 02 day night
	8			9	1034-218
Pialog:			(05) T		
Action: Timing:	(Pause)		- KOO'S HAND POINT	S AT MUSHROOM MAR 1	2 2015



1034/218

Production:

1034-218

EPISODE#

ADVENTURE TIME Sc. 03 Pnl. A Sc. 03 CONT Pol. B Bg. Bg. SA 己 Dialog: F/yezh.. It's a small .. thing? Action: - Fina leaning Forward and squinting MAR 1 2 2015 - F, J PERCHED ON STOOLS - Jake Shifting on his stool, uncomfortable Timing:

18

N

EPISODE#



Sc. 03 coust Pnl. C Bg.

SA

2

Sc. 03 cont Pnl. D

1034-218

EPISODE#

SA

Dialog:

J/ hey doy . U have any bigger chairs?

Action:

-JAKE FIDGETS

Timing:

MAR 1 2 2015



Sc. 04 Pnl. A Bg.

05 Pnl. A Bg.

Dialog:

huh?

Action:

MAR 1 2 2015

Timing:

1034-218

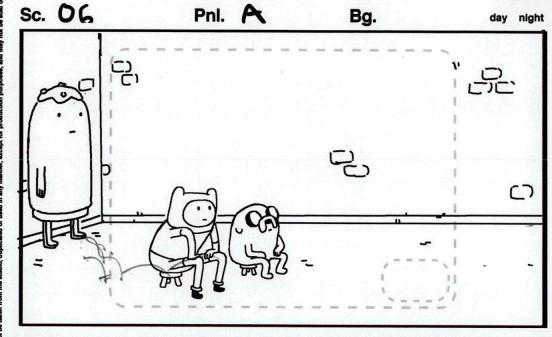
EPISODE#

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1034/21



Page **07** Sc. 06 CONT Pol. B Bg. 5A



Dialog: not chairs Action:

- KOO WALKS ON/S.

MAR 1 2 2015

Timing:

Production:

N

1034-

EPISODE#

Sc. 06 CONT Pol. C Bg.

Sc. Of cont Pnl. D

Bg.

Page **08**

day night

5A

SA

Dialog:

Koo/ Jake. Stop interrupting!

Action:

MAR 1 2 2015

Timing:

Production:

034-218

EPISODE#

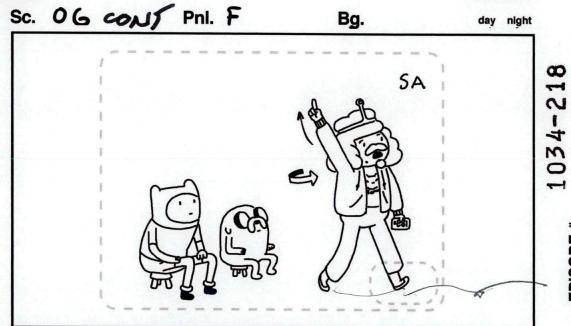
EPISODE#

ADVENTURE TIME



Page 09

Sc. 06 conf Pnl. E Bg. day night



Dialog:

JISORRY

Kon/Enhance:

Action:

- KOO TURNS AND WALKS AWAY.

MAR 1 2 2015

Timing:

Productio

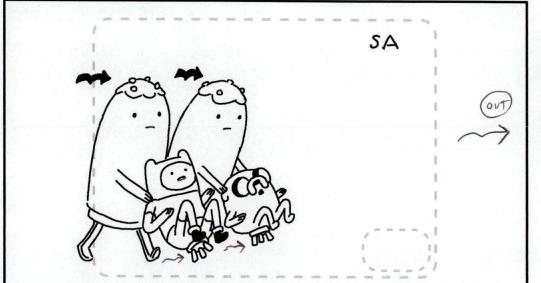


Sc. 06 cons Pnl. G Bg.

Sc. 06 con Pnl. H

Bg.

SA



Dialog:

F+ J / huh?

Action:

-BGs enter

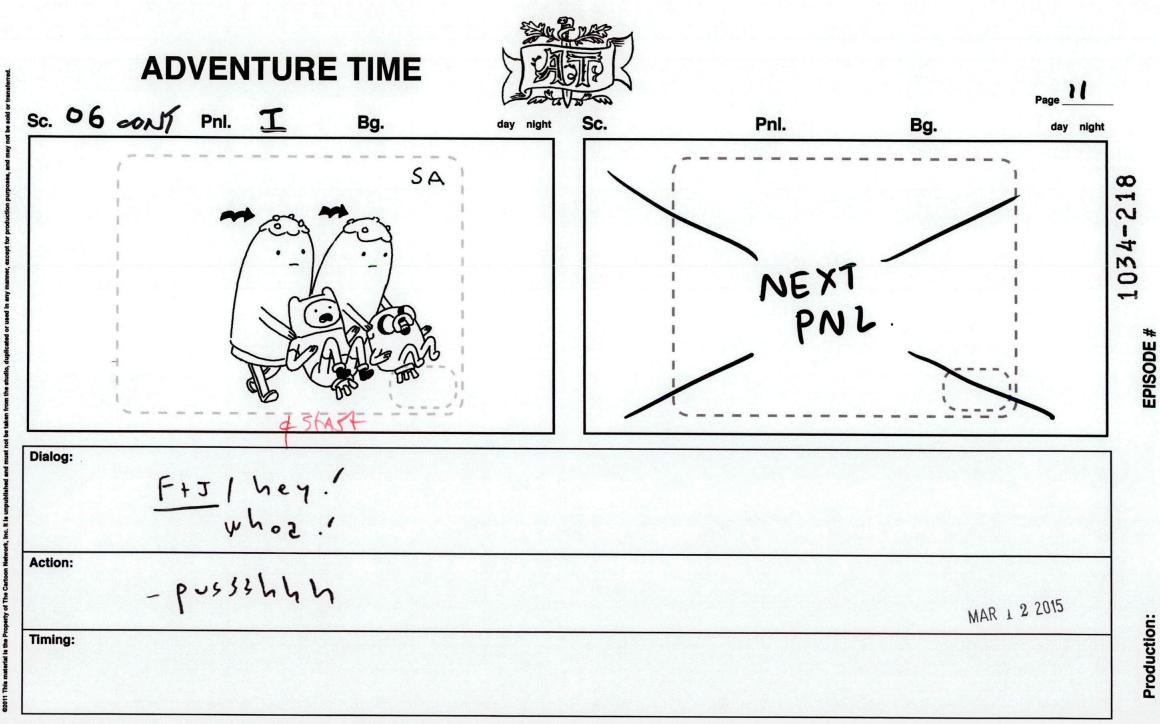
-BGS SCOOT F+J FORWARD

- KOO WALKS OFFIS

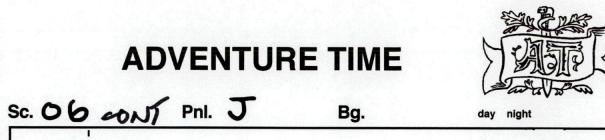
MAR 1 2 2015

Timing:

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Dialog: J/ Whoa. Whoa.

Action: -B GUAROS PUSH F+J - PAN W/ ACTION . CLOSER TO MONITOR.

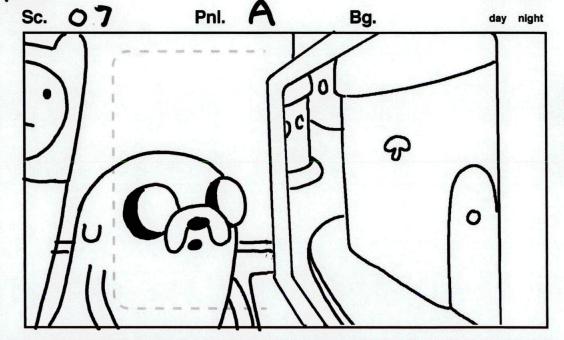
2

MAR 1 2 2015 Timing:

Production:



Sc. 06 con Pnl. K Bg. day night



Dialog:

J/ Ohh ...

Action:

-they stop in front of screen and lean in to look.

MAR 1 2 2015

Timing:

ADVENTURE TIME Page 14 Sc. 07 CONT Pnl. B Sc. 07 cont Pol. C Bg. Bg. day night SA Dialog: Il s'someone throwin' mushrooms? J: 10045 1146 a mushroom .. Action: (they look) MAR 1 2 2015 Timing:

 ∞

N

EPISODE#

1034-218

EPISODE#

ADVENTURE TIME

Sc. 07 CONT Pnl. D Bg.



08 Pnl. A Bg. day night

SA

Dialog:

a mushroom.

Action:

MAR 1 2 2015

Page 15

Timing:

8
-
2
-
4
3
0
-

DIVENITURE TIME	
DVENTURE TIME	



Sc. 08 CONT Pol. B

Bg.

Sc. OScout Pol. C

Bg.

1034-218

EPISODE#

Dialog:

400/ occi...

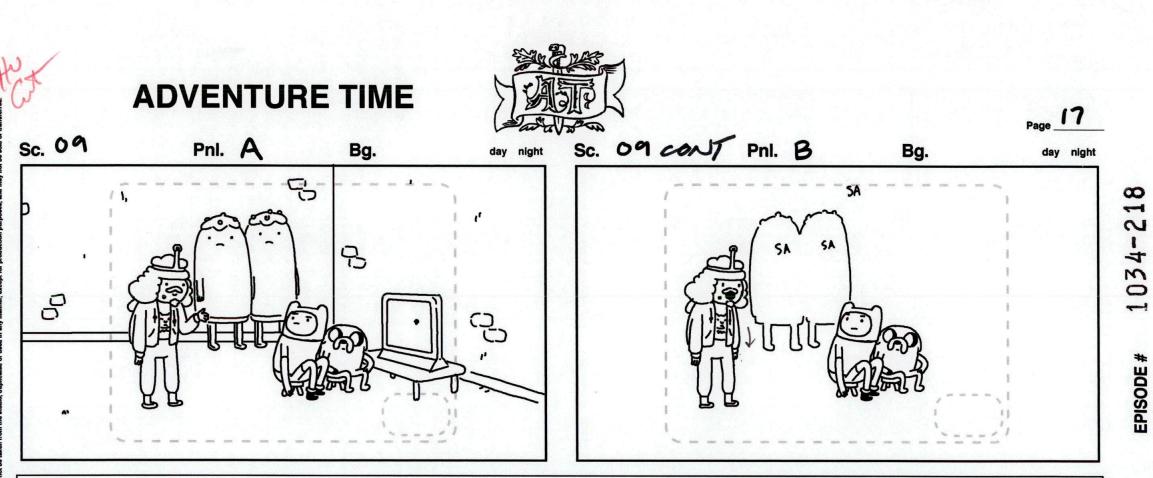
toad stool 400/ 2

Action:

MAR 1 2 2015

Timing:

Production:



Dialog: 61tting on Stools **Action:** (best) MAR 1 2 2015 Timing:

EPISODE#



Sc. 09 CONT Pnl. C

Bg.

Sc. 09 0025 Pnl. D

Bg.

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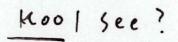
SA

Dialog:

F+J1 ohhh.

Action:

Timing:



- KOO WALKS FORWARD AND LEANS FORWARD,

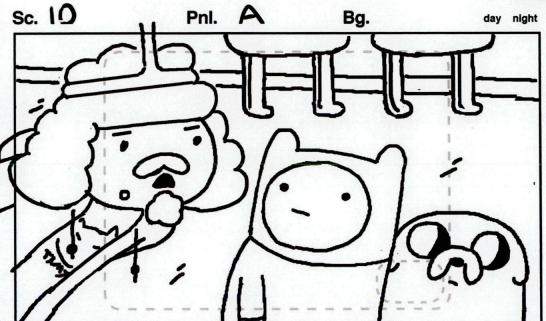
MAR 1 2 2015

EPISODE #

ADVENTURE TIME



Page 19



Sc. 10 and Pnl. B Bg. day night

trust me ouay?

For a reason.

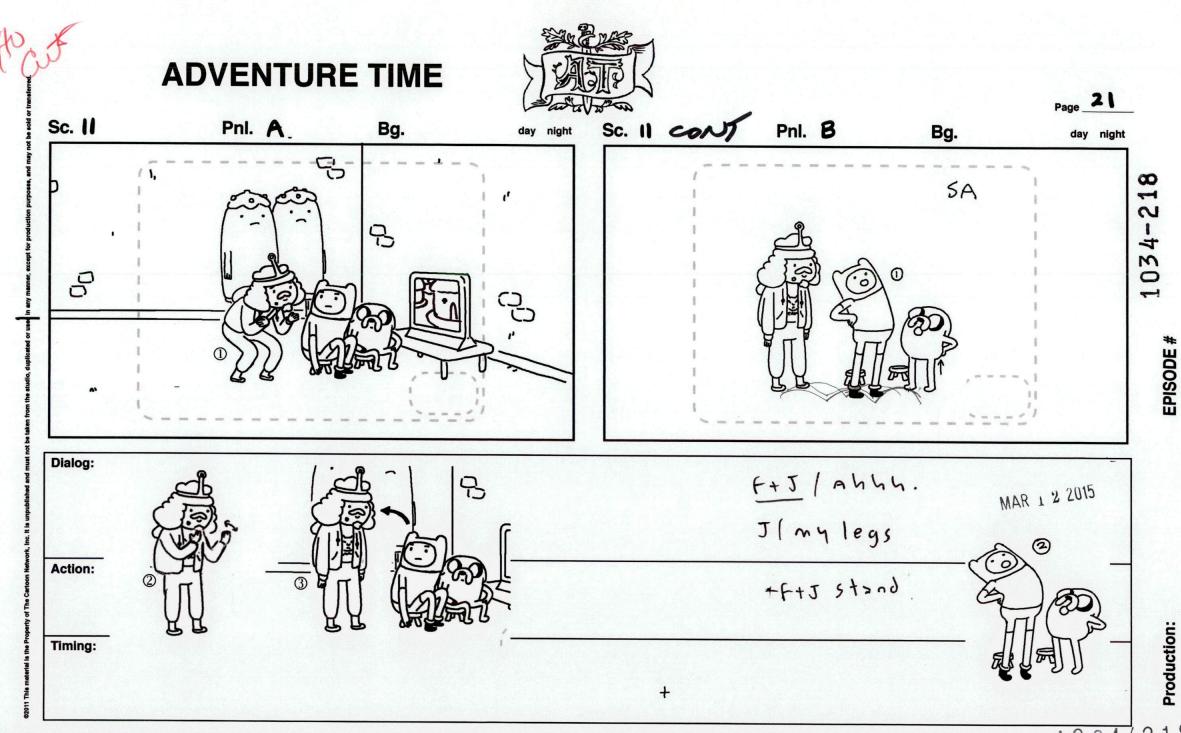
Action:

MAR 1 2 2015

Timing:

Production:

Page	20 HU
	night Cut
SA SA SA SA SA SA SA SA SA SA SA SA SA S	1034-218
Loo (olay,	
그는 사람들이 되었다. 이번 사람들이 되는 사람들이 되었다면 하는 것이 되었다면 하다면 하나 그 사람들이 되었다. 이 사람들이 되었다면 하는 사람들이 되었다면 하는 것이 되었다면 하는 것이 되었다면 하는 것이 없다.	
	Production:
	day night Sc. 10 CONT Pnl. D Bg. day



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1034

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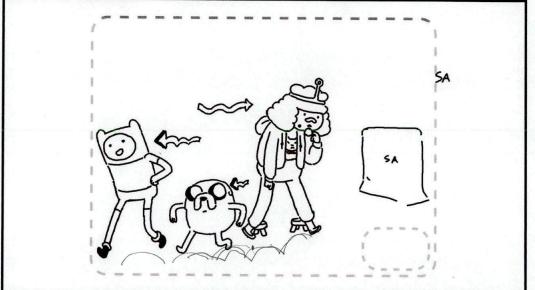
ADVENTURE TIME

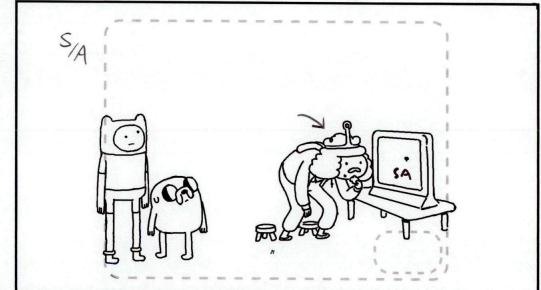


Sc. 11 cons Pnl. C Bg.

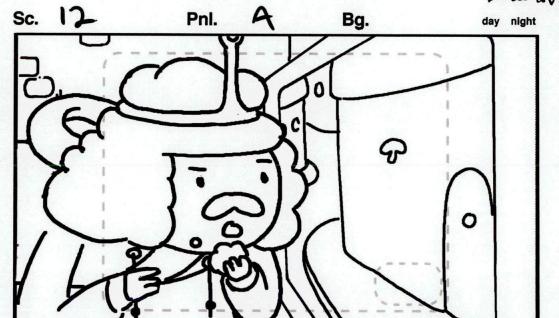
Sc. 11 cont Pnl. D

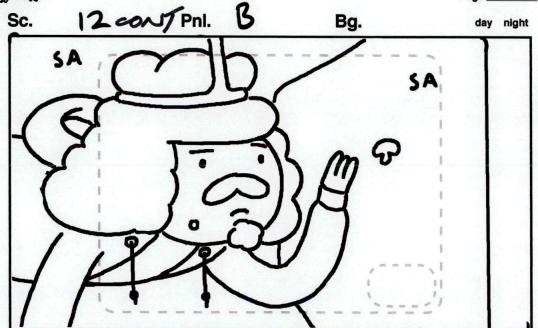
Bg.





Dialog:	400/ no	Koo/ nobody's "throwing" mushrooms
Action:		- KOO LEANS IN TOWARDS SCREEN MAR 1 2 2015
Timing:		





Flying on their own

Action:

-k touches screen

Timing:

Production:

N

03

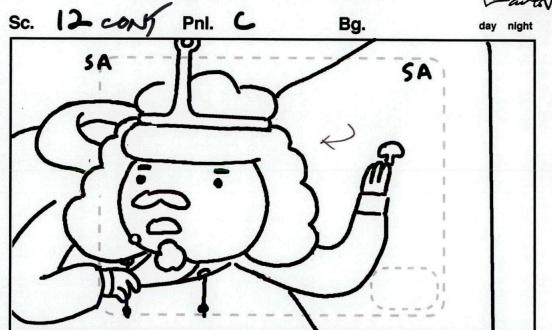
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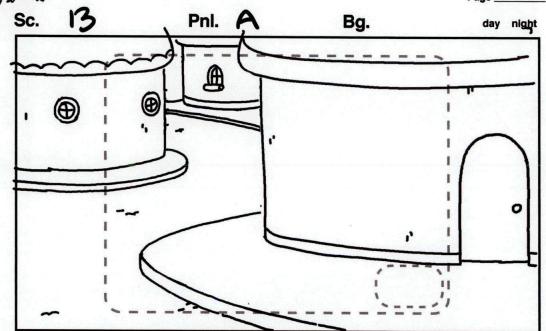
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EPISODE#

ADVENTURE TIME





Loo/that's where you two come in.

Action:

- CANDY KINGDOM STREET SCENE FROM SURVEILLANCE VIDEO

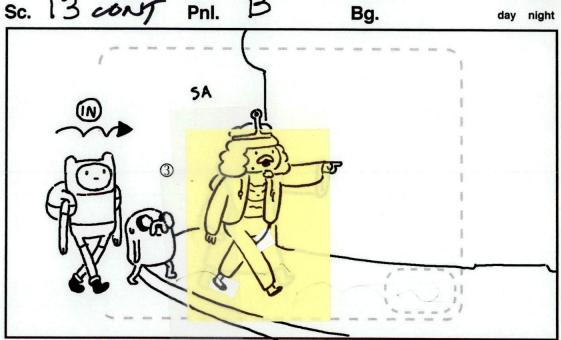
MAR : 2 2015

Timing:



Sc. 13 cont Pnl. B

13 CONT POIL C



03

Dialog:

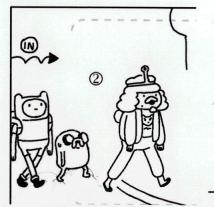
KOO/ OKAY, THE FLYING MUSHROOM CAME FROM THAT DIRECTION ... KOOL .. SO I want you two to head that away until you find one ..

Action:

-K, F, J WALK ONIS

Timing:





- B. GUARDS WALK ON/S.

MAR 1 2 2015

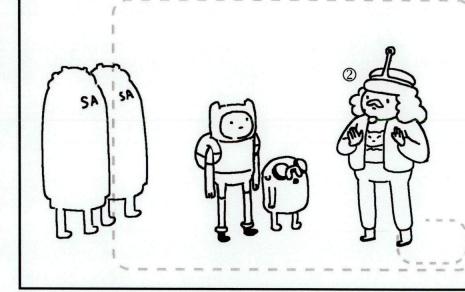
34/ 2 00

ADVENTURE TIME



13 conf Pol. D Bg. SA





Dialog:

... d big one ... and I want you to capture it and bring K00/ it back.

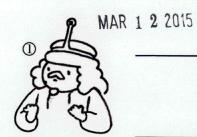
Mrh 3

Action:





Timing:



Production:

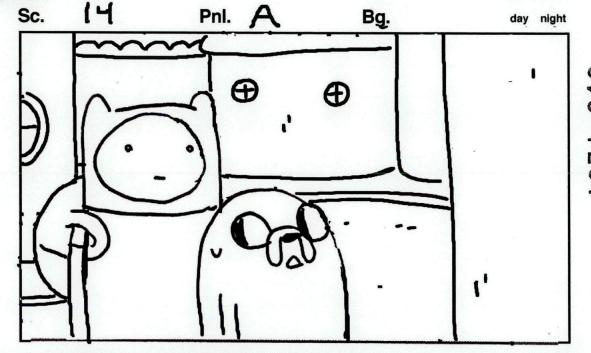
EPISODE#



Page 27

Sc. 13 conf Pnl. F Bg. day night

S A



Dialog:

KOO/ Huh?

J/ Why?

Action:

MAR 1 2 2015

Timing:

Production:

EPISODE#

1034-218

1034/218

ADVENTURE TIME



Page 28

Sc. 14 cont Pnl. B Bg. (P)

14 cont Pnl. C Bg. day night

Dialog:

400/trust my process

I / ohay . but why though?

Action:

- KOO LEANS ON/S.

MAR 1 2 2015

Timing:

1034-218

EPISODE #

ADVENTURE TIME



Page 29

Sc. 14 cont Pnl. D Bg. day night

Sc. 14 con P Pnl. E Bg. day night

Dialog:

F/ Yeah were

instead of walking

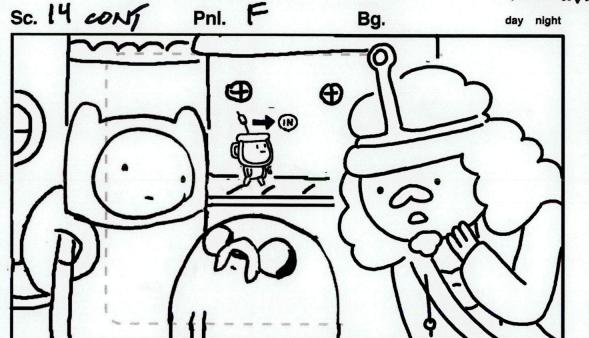
Action:

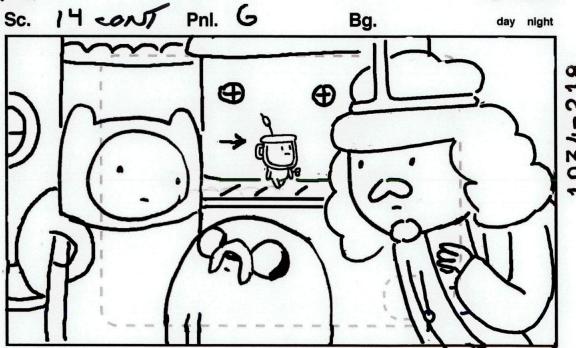
MAR 1 2 2015

Timing:



Page 30





will respect me more

Action:

DBG STROLLING IN BG

- KOO NOTICES DBG

MAR 1 2 2015

Timing:

Production:

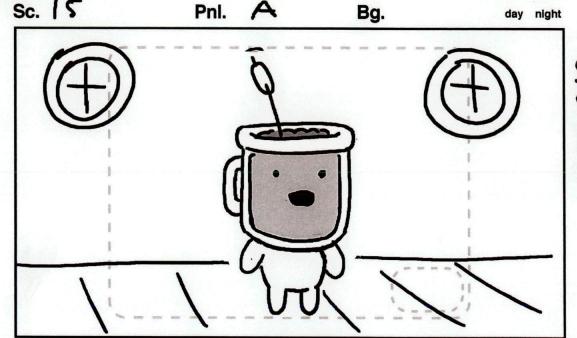
EPISODE#

ADVENTURE TIME



Page 31

Sc. 14 const Pnl. H Bg. day night



What's your name?

DBG/ I'm Dirtbeer Guy.

Action:

Timing:

MAR/1 2 2015



Sc. 15 DONT PHI. B

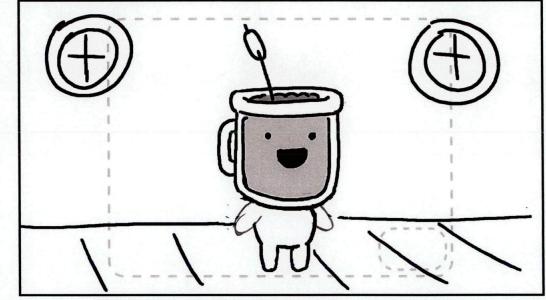
Bg.

15 cons Pnl. C

Bg.

1034-218

EPISODE#



Dialog: Kool what would you think if (05) you saw me on a giant flying mushroom?

Boy, that'd really be Somethin'

Action:

MAR 1 2 2015

Timing:

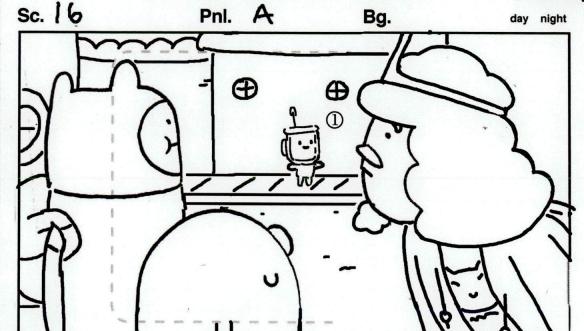
10534-218

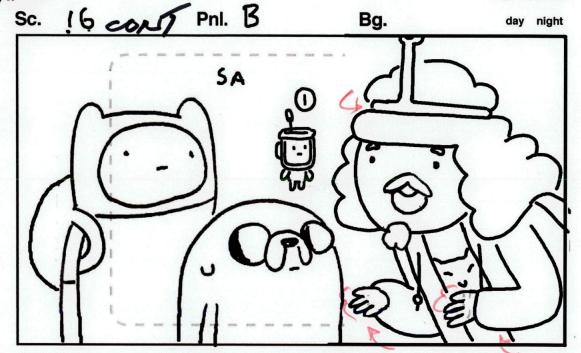


ADVENTURE TIME



33





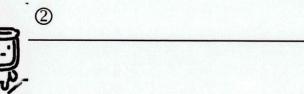
Kou/ See?!

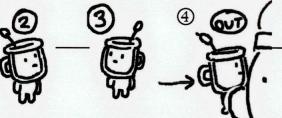
MAR 1 2 2015

Action:

_ DBG LOOKS AROUND NOT SURE IF HE'S DONE.

Timing:







Page 34

Sc. 16 cons Pnl. C

Bg.

Sc. 16 cont Pnl. D

Bg.

1034-2

EPISODE # 34/21

Dialog:

Don't Fail on this K00/ one, boys.

K00/ Don't you dare Fail me.

Action:

-DBG TAKES OFF

MAR 1 2 2015

Timing:

Production:

Sc.

ADVENTURE TIME

Bg.

Pnl. A



Sc. 17 CONT Pol. B Bg.

Dialog:

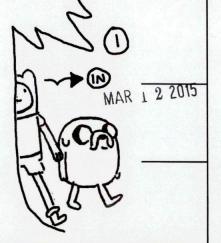
F/Actually, I'm Kinda glad ...

Action:

- EXT PINE FOREST.

- F+J WALK ON,S,

Timing:



SA

1034-218

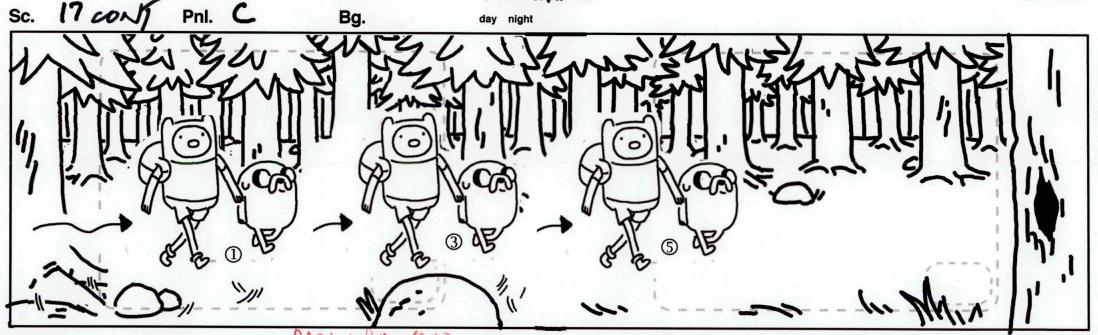
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1034/218

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50		
7	AREL	
(Ja	Stal Som	

ADVENTURE TIME



Dialog: we're walking this direction. We never walk in this direction Action:

MAR 1 2 2015

Page 36

Timing:

Action:

Timing:

18

Pnl. A

ADVENTURE TIME

Bg.

Sc. 17 cont Pnl. D

-F+J STOP.

034/218

EPISODE #

1034/218

Production:

MAR 1 2 2015

Timing:

ADVENTURE TIME Sc. 18 201 Pnl. B 18 -0N/ Pnl. C Bg. day night Bg. SA 3 Dialog: F/we gotto Find one Il Yezh that too, how long? - F. PULLS OFF first. 0 Action:

1034/21

EPISODE#

5/A

ADVENTURE TIME



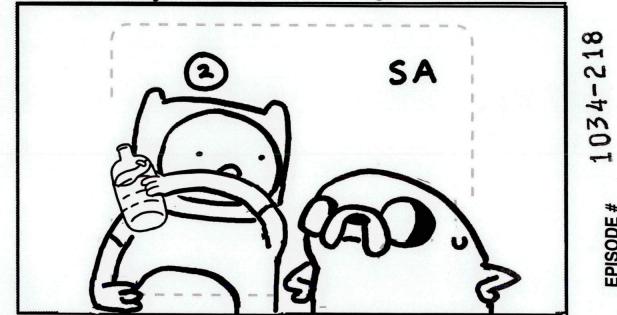
Sc. 18 -6NT Pol. D

Bg.

Sc. 18 cont Pal. E

Bg.





Dialog: F/mmm .. -Finn thinks Action: as he drinks Timing:



E/an hour to capture agand.

-25 he's wiping his mouth

MAR 1 2 2015

EPISODE#

ADVENTURE TIME



Page 40

Sc. 18 CONT Pril. F Bg. day night



Dialog: F/.. If we don't find one by dinner.

we tell KOO to send out a Banana

- Guard patrol.

J/ tell who?

Action:

MAR 1 2 2015

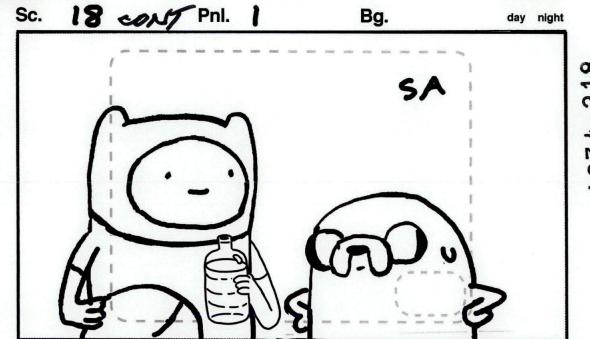
Timing:

ADVENTURE TIME



Page 41

Sc. 18 CANS Pril. H Bg. day night



Dialog:

F1 "K00 "

Action:

- JAKE THINKS

MAR 1 2 2015

Timing:

Production:

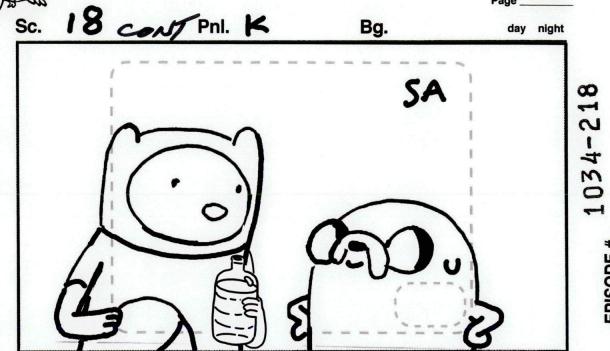
EPISODE#34/218

ADVENTURE TIME



42 age

Sc. 18 conf Pnl. 5 Bg. day night



Dialog:

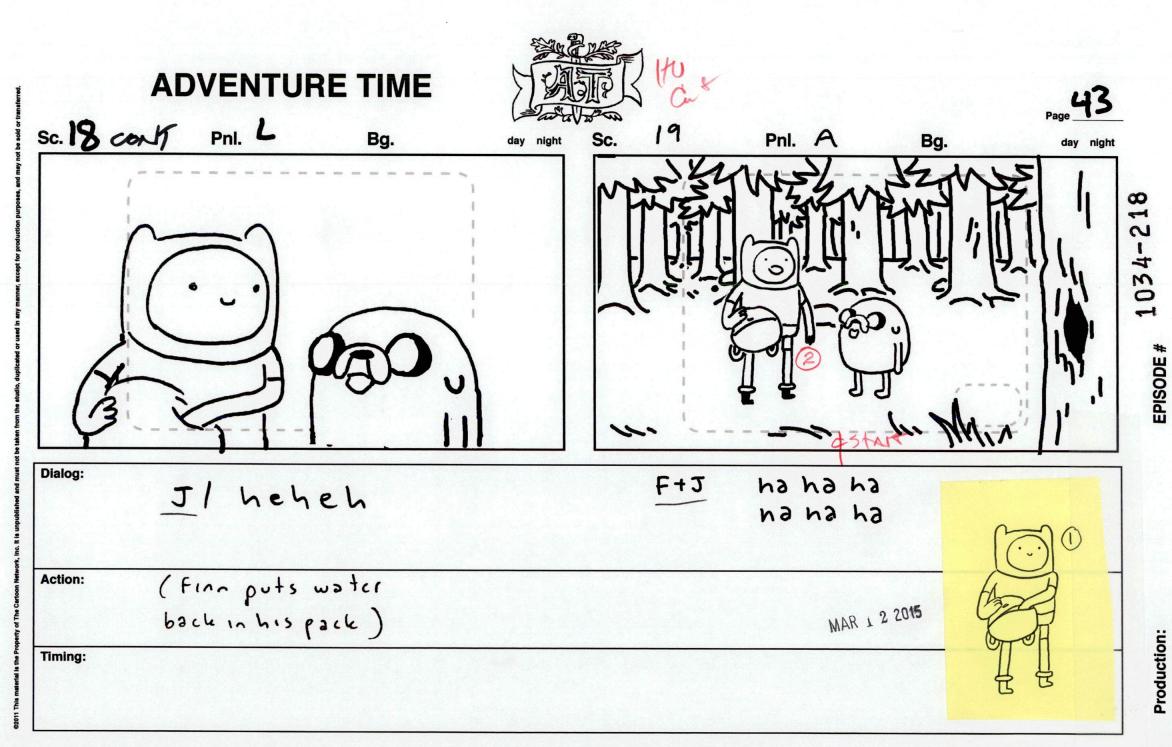
5/ King .

F1 Yeah

Action:

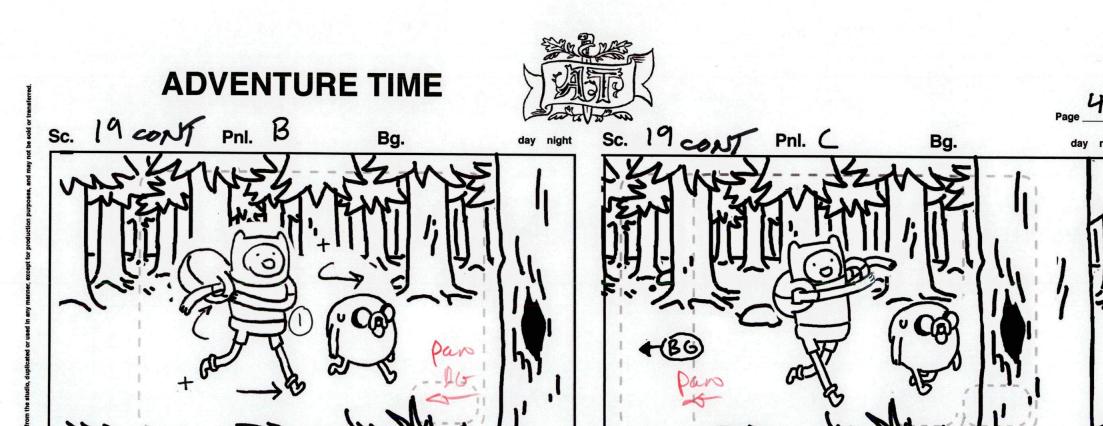
MAR 1 2 2015

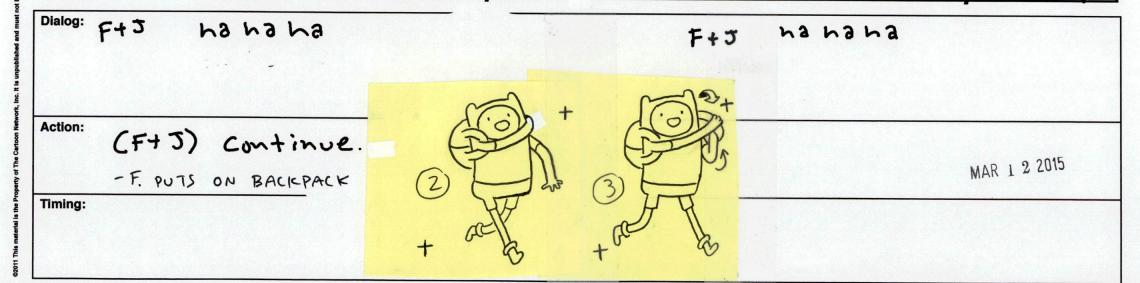
Timing:



1034-218

EPISODE#





ADVENTURE TIME 19 CONT Pal. D Sc. 19 cons Pnl. E Bg. Dialog: F/ Did you notice he was J/ Yeah, that was sorta cool. wearing PRINCESS BUBBLEGUM'S CLOTHES **Action:** MAR 1 2 2015 Timing:

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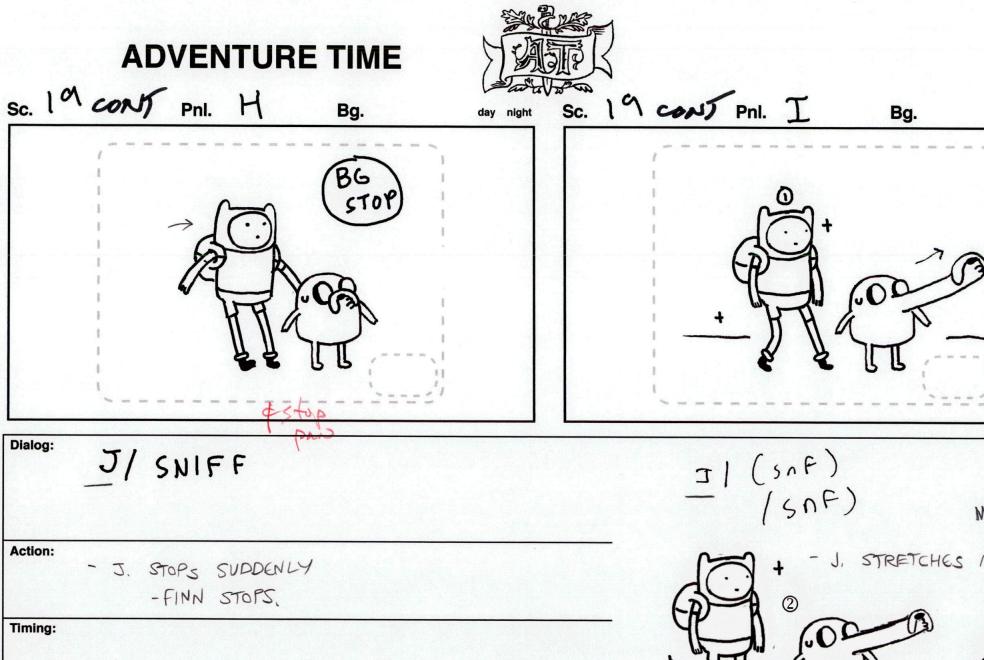
Timing:

Sc. 19 cont	VENTUR					Page 46
Sc. () CON		Bg.	day night Sc.	19 coal Pnl.	Bg.	day night
Kingd	om to him	just left her And left all that a bout ?	her	F/ 1	nnn	
Action:						MAR 1 2 2015

1034-218

EPISODE #

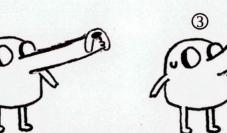
Production:



EPISODE#

MAR 1 2 2015

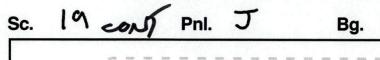
STRETCHES MUZZLE



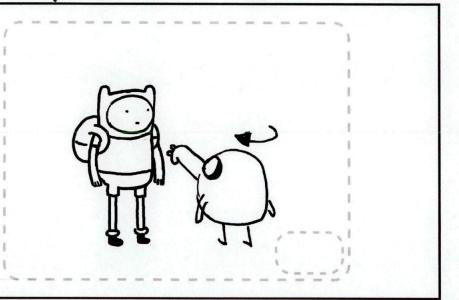
ADVENTURE TIME

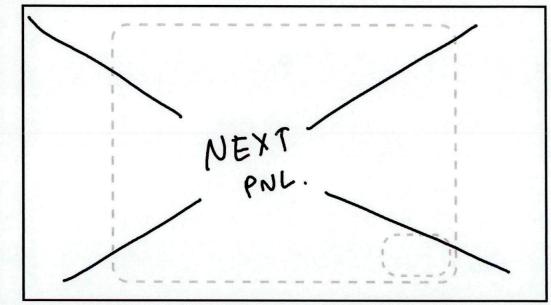


Page 48









Dialog:

J/ I smell mushrooms

Action:

-J. TURNS TOWARDS FINN.

MAR 1 2 2015

Timing:

Production:

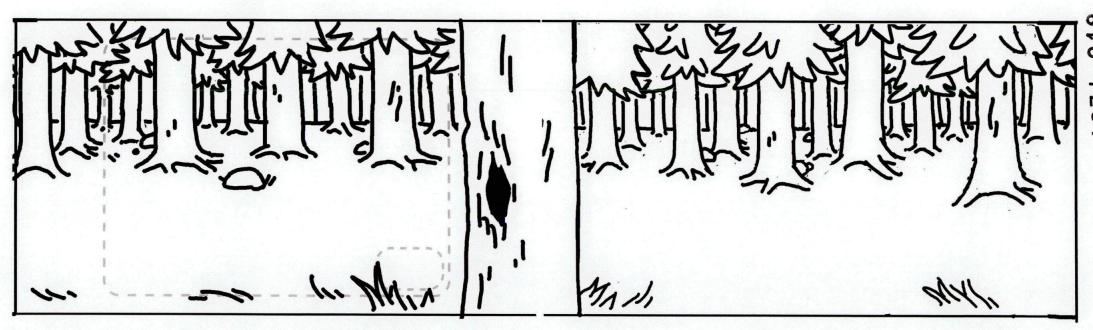
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EPISODE#

ADVENTURE TIME

REFFERENCE FOR SC. 19 ONLY.

Page 49



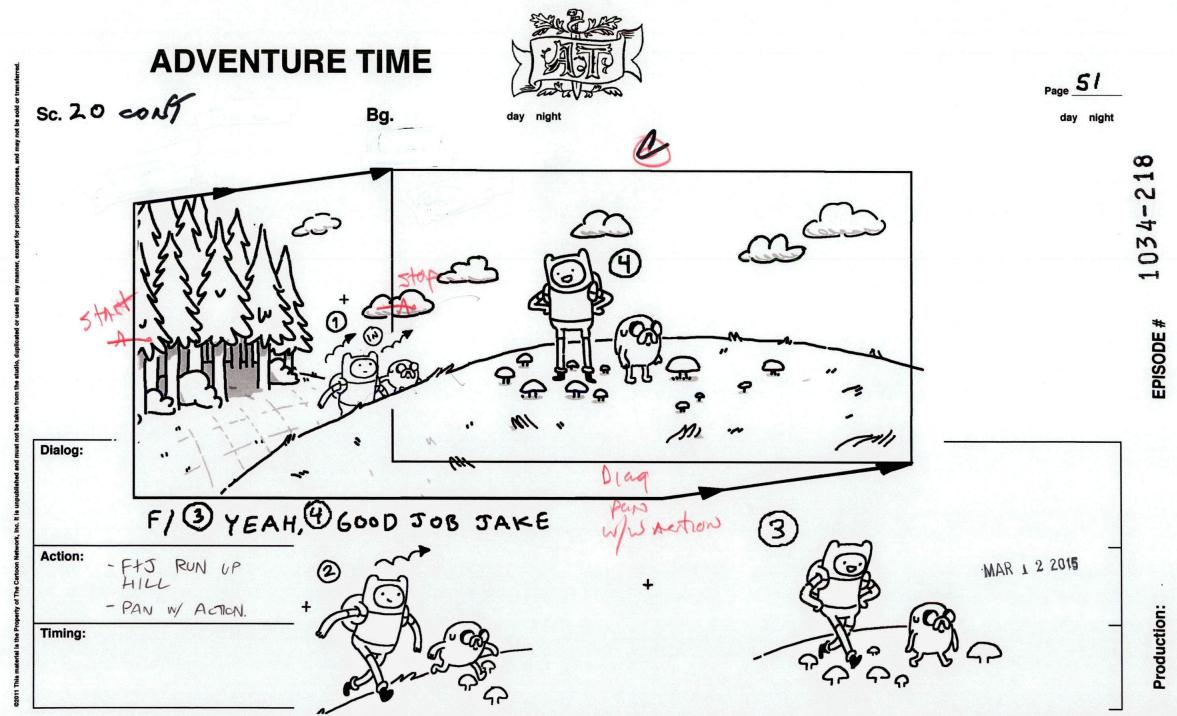
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Sc. 2.0 P	nl. A Bg.	day ni	ght Sc. 20	CONTPOL B	Bg.	day night
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iming:						

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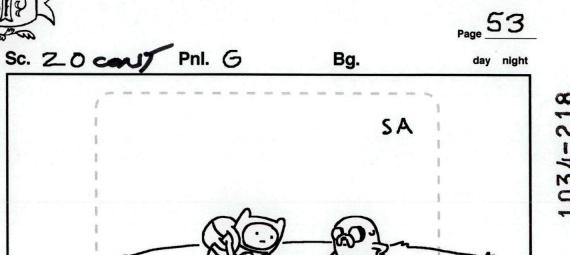


1034/218

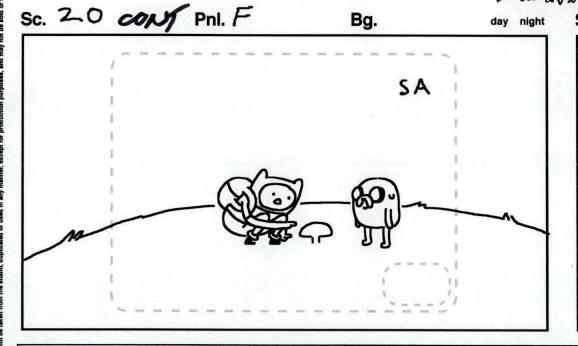
ADVENTURE TIME Sc. 20 and Pol. D Sc. 20 cars Pnl. E Bg. Bg. **EPISODE**# Dialog: J/ Check it out. J/ Big enough for KOO's tiny hiney. MAR 1 2 2015 Action: Timing:

1034-218

EPISODE#



JIhm.



ADVENTURE TIME

Dialog: Fl Yeah, the only thing tho, is it's not Flying.

Action:

-F. CROUCHES DOWN.

Timing:

MAR 1 2 2015

1034-218

EPISODE#

ADVENTURE TIME Sc. 20 cont Pol. H Sc. 20 car Pnl. I Bg. Bg. SA SA Dialog: J/ yezhh ... Action: -F+J LOOK UP AND SCAN THE SKIES. MAR 1 2 2015 Timing:



sc. 20A

ADVENTURE TIME

Bg.

Pnl. A



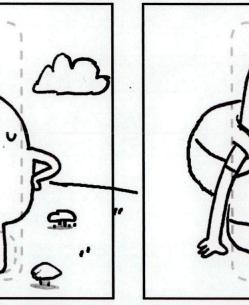
Sc. 20A CONT Pol. B

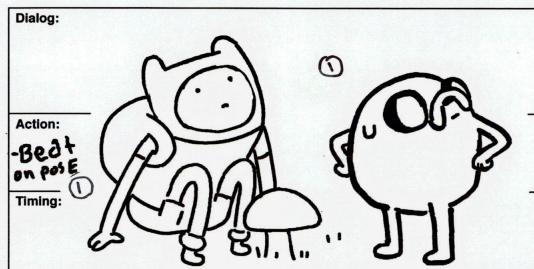
SA

218

EPISODE#

1034/21





f/I guess we can just sit here, and walt for it to fly?

MAR 1 2 2015

Action:

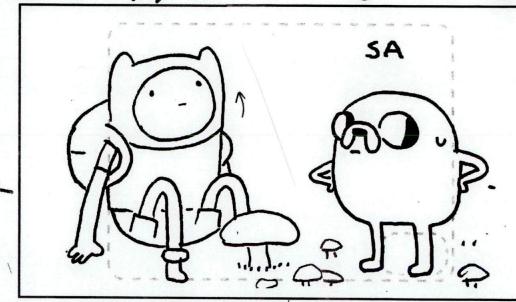
Timing:

	AD	VEN	ITURE	TIME
c.	20A cons	Pnl.	, C	Bg.
		~ · · · · · · · · · · · · · · · · · · ·	total have large laster to	SA



N

EPISODE#



Dialog:

CANYON	
CANYON	
CHIA / CIA	
- ,	

(0/5) (SINGING) I KNOW YOU 1

Bg.

ARE LOOKING FOR A-

MAR 1 2 2015

Production:

ADVENTURE TIM	1E
---------------	----

Bg.



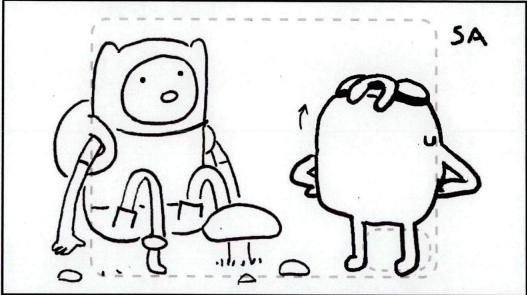
Sc. 20A ONT Pol. E

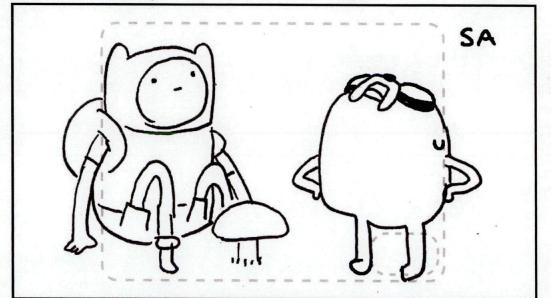
Sc. 20A CONT Pol. F

2

1034-

EPISODE#





Dialog:

F/ You hear that?

Il Yezh.

Canyon(o/s): (singing cont.) SEA THAT LIES--2

Action:

MAR 1 2 2015

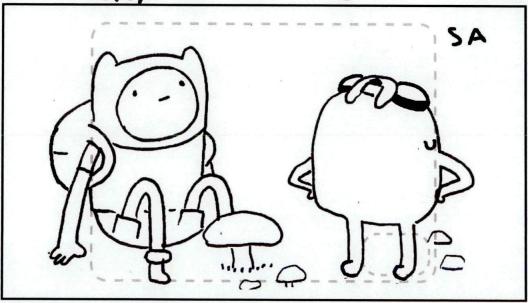
Timing:

ADVENTURE TIME



Sc. 20A CONT Pnl. G Bg.

Sc. 20A CONT Pril. H



SA

Dialog:

CANYON: [SINGING CONTINUES]

J/ S'pretty.

BEYOND YOUR REACH,-- 57

Action:

(they listen)

MAR 1 2 2015

Timing:

Production:

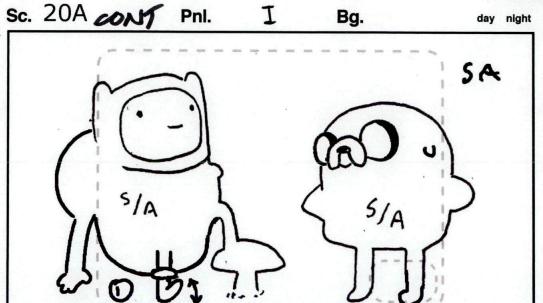
EPISODE#

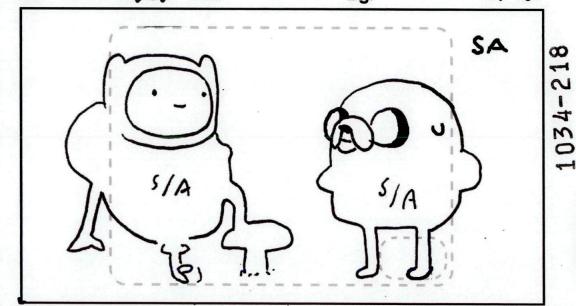
EPISODE #

ADVENTURE TIME



ght Sc. 20A CON Pnl. J Bg.





Dialog:

J/ you wanns go checuitout?

5

Canyon (o/s): [singing cont.]BUT I'M HOPING MY HEART CAN STOP YOU BEFORE YOU--

Action: - Finn's foot is tappin to the

- Jake notices



MAR 1 2 2015

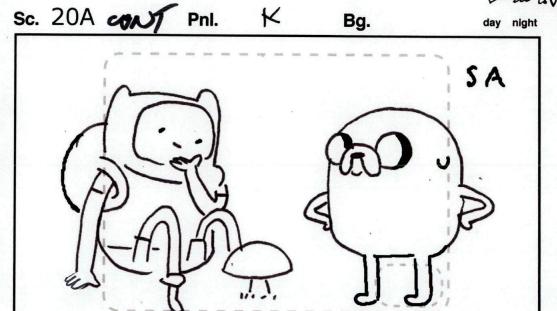
Timing:

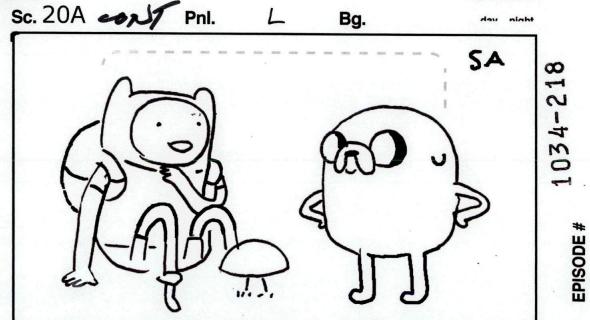
cycle (), (), () ect.

EPISODE#

ADVENTURE TIME







Di	al	00	
Di	aı	υį	•

F/mmm

Yezh

Canyon (o/s): [singing cont.] REACH THE BEACH.

Action:

MAR 1 2 2015

Timing:

1034/21

Timing:

EPISODE#

ADVENTURE TIME Page 61 Sc. 20A CONT Pol. 'O' Sc. 20A CONT Pol. Bg. Bg. 218 1034-Dialog: **Action:** - MUSHROOM CAP TAKES FLIGHT. - CAP FLIES OFF/S MAR 1 2 2015

Timing:

ADVENTURE TIME 21 cont Pnl. B Sc. 2 1 Pnl. A Bg. Bg. (H) Dialog: CANYON: 3 [singing cont.] I KNOW YOU HAVE -- 3 Action: dowsing rod

leaning agoist

tree

-CANYON'S HANDS ENTER SCREEN BOWING. MAR 1 2 201

218

EPISODE#

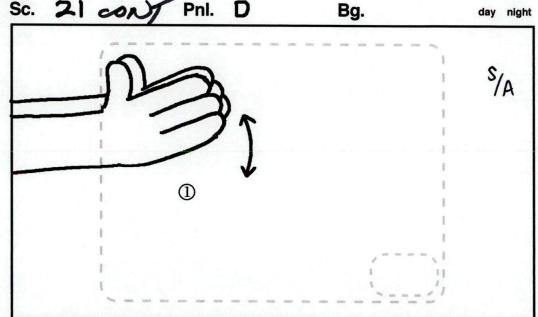
SA

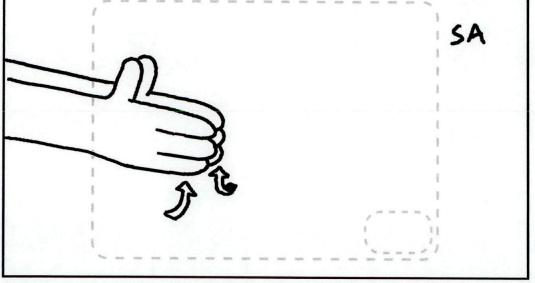
EPISODE#

ADVENTURE TIME



Sc. 21 CONT Pol. C Bg. Sc. 21 000 Pnl. D





Dialog:

Canyon: [singing cont.] PLACES TO GO, I KNOW THAT --

Action: - hands slide up & together

- CYCLE WITH PNL. 3,3times

MAR 1 2 201

Page 63

Timing:



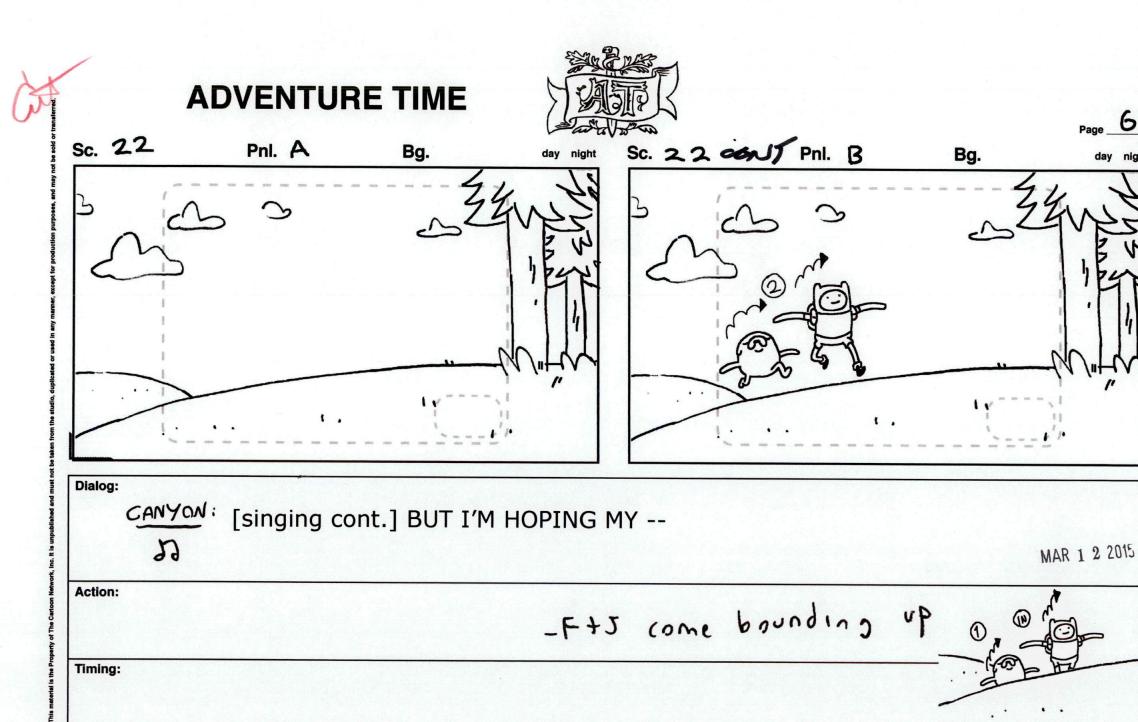
1034/218

EPISODE#

1034/218

Production:

EPISODE#



Production:

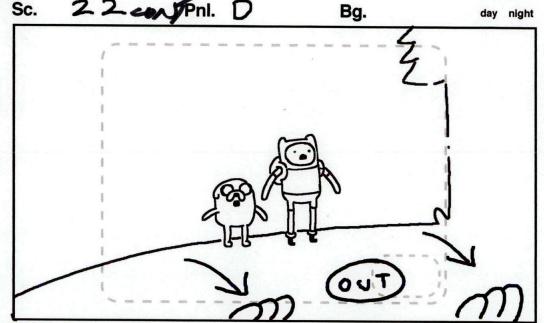
1034

EPISODE#

ADVENTURE TIME



Sc. 22 con Pnl. C Bg. (M)

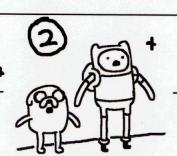


Dialog:

Canyon: [singing cont.] HEART WILL GROW AND THAT --

Action: -F+J STOP

Timing:



- C's hands out.

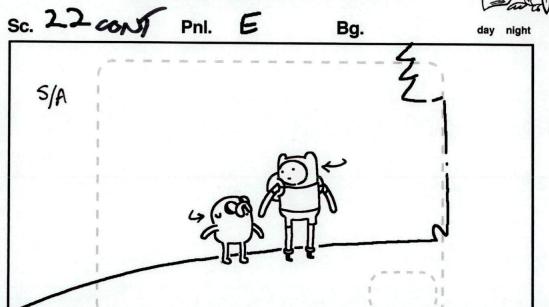
MAR 1 2 2015

Page 66

1034-

EPISODE#

ADVENTURE TIME



Dialog:

Canyon: [singing cont.] YOU'LL COME BACK TO --

Action:

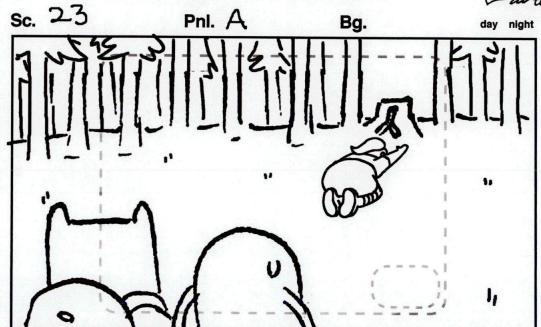
- F+ J LOOK AT EACH OTHER

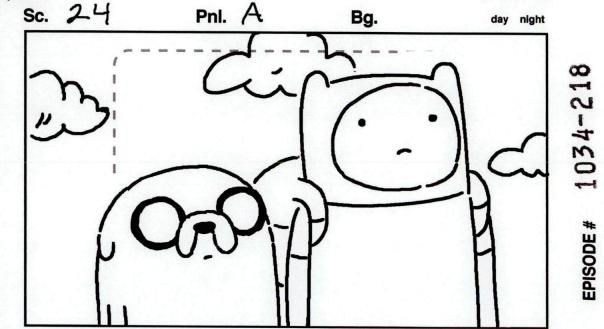
Timing:

Production:

ADVENTURE TIME







Dialog:

Canyon: [singing cont.] me.

Action:

- CANYON SINGING/BOWING (HER FACE IS OBSCURED) DOWSING ROP.

Timing:

MAR 1 2 2015

Page 6 8

Production

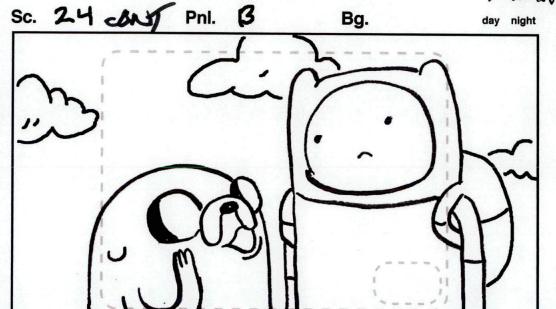
1034-218

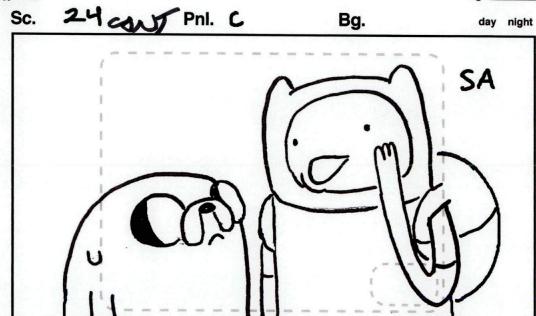
EPISODE#

ADVENTURE TIME



Page **69**





some sortz old glob

f/we should snezh sway

Action:

MAR 1 2 2015

Timing:

EPISODE#

ADVENTURE TIME



Sc. 24 CON Pril. D Bg. day night Sc. 24 CON Pril. E Bg. day night SA

	Dialog:	
The second secon		
	Action:	MAR 1 2 2015
	Timing:	





Sc. 25 Sc. 25 cont Pol. B Pnl. A Bg. Bg.



Dialog:	Fl don't wanna 215+vrb	<i>(</i> 1)	<u>c</u> 1	FINN?	
Action:		2	- CANYON	TURNS / OPENS	EYES. MAR 1 2 2015
Timing:		1			

Sc. 26

Timing:

ADVENTURE TIME

Bg.

Pnl. A



Pnl. A 27

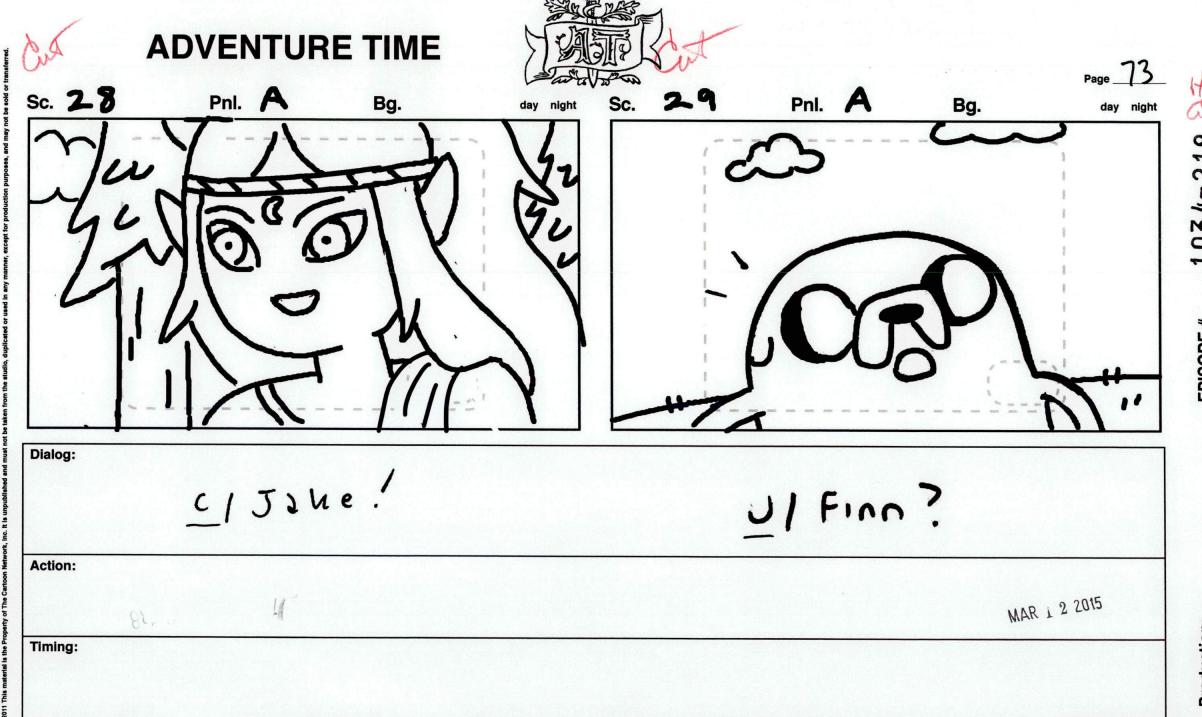
Production:

EPISODE#

1034/218

Dialog: F/ (anyon) 1/(5udon; Action:

MAR 1 2 2015



Production:

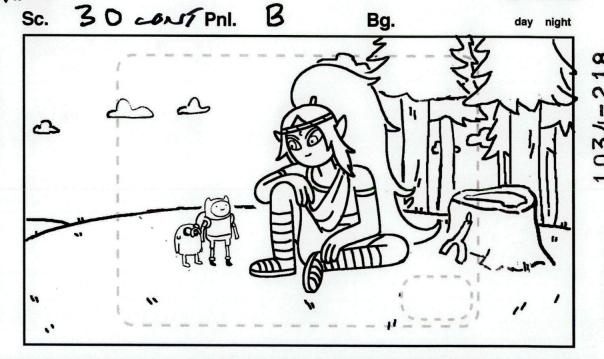
EPISODE#



ADVENTURE TIME



Sc. 30 Pnl. A Bg.



Dialog:

J/ I mean "Canyon".
Billy's ex.

Action:

-F+3 WALK FORWARD.

Timing:

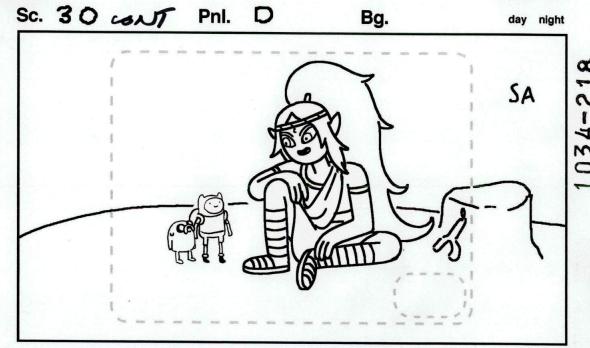
I/ How are ya?

MAR 1 2 2015

Production:



Sc. 30 CONT Pol. C Bg. SA



Dialog: F/ Sorry we interupted your sacred ritual.

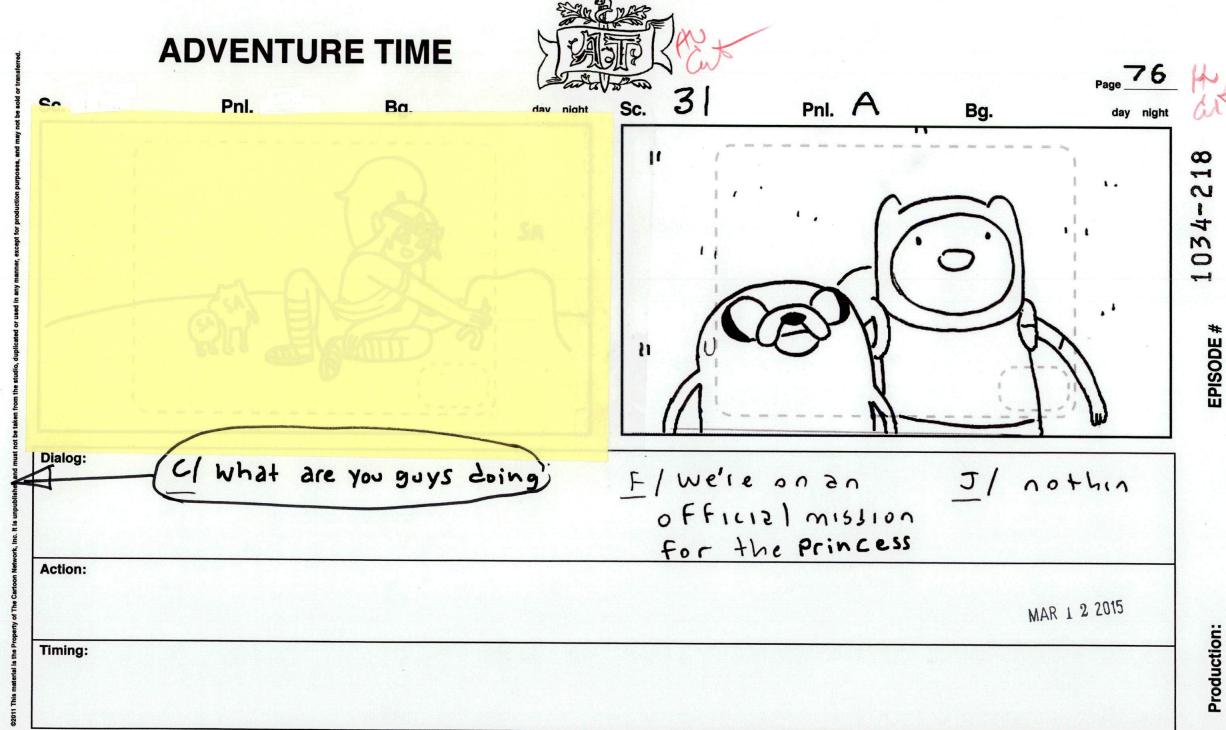
c/oh no, I was just
Procrastinating

Action:

Timing:

MAR 1 2 2015

Production:



N

1034

the cut

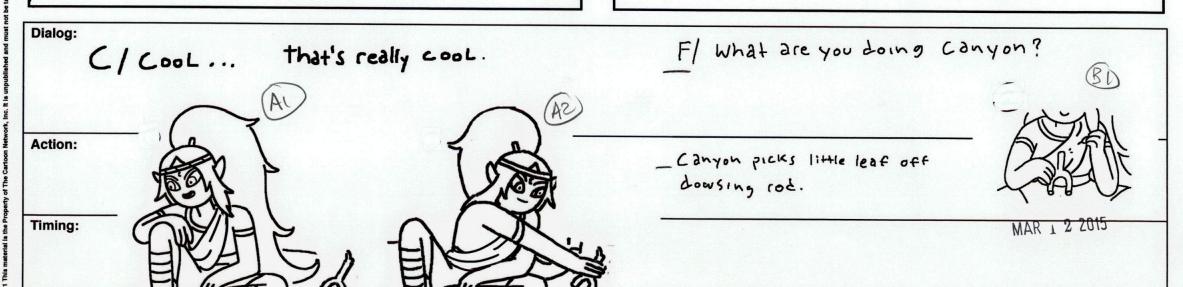
ADVENTURE TIME



Page 77

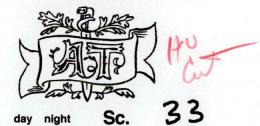
Sc. 32 Pnl. A Bg. day night

Sc. 32 CONT Pnl. B Bg. day night



Production:

.001/218



Sc. 32 cont Pnl. C

Bg.

SA

Pnl. A

Bg.

034-2

1034/218 **EPISODE**#

rod to find my family's lost sacred spring.

J/ Whod F/ COOL

Action:

MAR 1 2 Luis

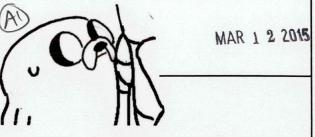
Timing:



34 Pnl. A 35 Bg. Pnl. A Bg.

C/ You guys wanna help?

F/ Uh ... J/ Yeah!



Production:

1034 - 218

034/218

EPISODE#

ADVENTURE TIME Page 80 35 CONT POIL B 35 CONT POIL C Bg. Bg. SA SA Dialog: F/ Wait Jake, what about ... (21) Action: F. motions towards the mushroom's Timing:

1034/218

EPISODE #

MAR 1 2 2015

Production:

1034-218

EPISODE#

ADVENTURE TIME

Sc. 35 cont Pnl. D

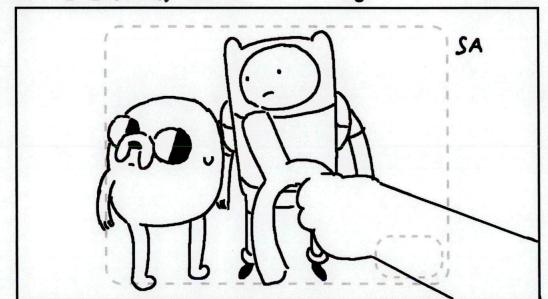
Bg.

Sc. 35 CONT Pol. E

Bg.

day night

SA SA



Dialog:

-F. Pantonine

Flying mushroom

- J. looks to the mush rooms.

MAR 1 2 2015

Timing:



Page 82

Sc. 35 CONT Pol. F

Bg.

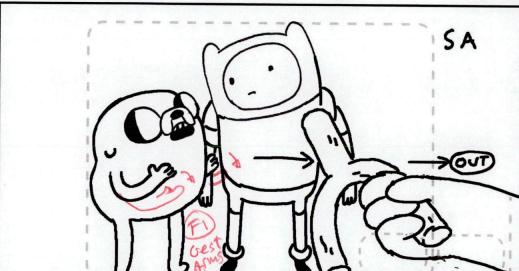
Sc. 35 CONT Pol. G

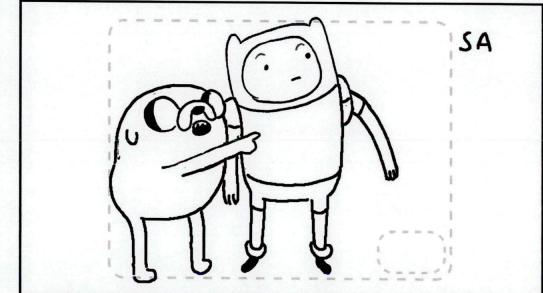
Bg.

day night

N

EPISODE #





Dialog: I/ dude, have you ever taken a sip - from a sacred spring? It's the . boo boo best !

plus you know I've always wanted to lezin how to use a dowsing rod

Action:

canyon slowly takes her hand out of frame

MAR 1 2 2015

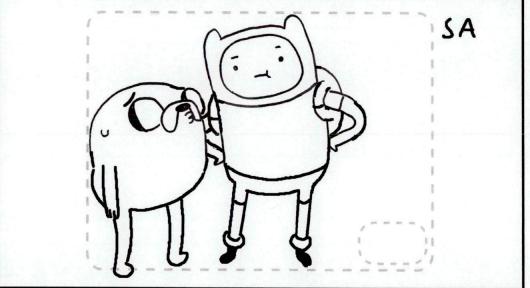
Timing:

Production:

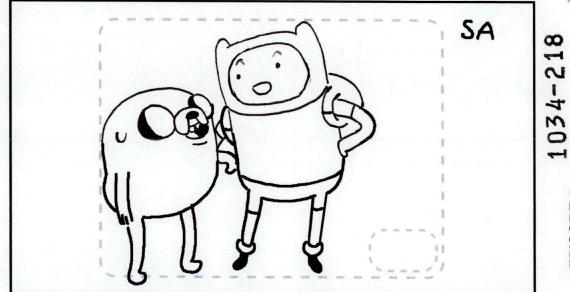
ADVENTURE TIME 35 CONTPOL H



35 cont Pal. I



Bg.



Bg.

EPISODE#

 ∞

1034/21

Dialog:

mmmm

F/ ouzy

Action:

-F. thinks

MAR 1 2 2015

Timing:



sc. 36 Pnl. A Bg.

Sc. 36 cont Pril. B Bg. 5A

Dialog: C/ All right! BI MAR 1 2 2015 Action: - C. GETS UP. Timing:

10011019

EPISODE#

ADVENTURE TIME



Action:

- THEY GO

- REVEAL FLOATING

MUSHROOM. It was BEhind MAR 1 2 2015

FINN.

1034/21

EPISODE#

218

1034-

EPISODE#

ADVENTURE TIME



Sc. 37 cont Pnl. 6 Bg. day night Sc. 37 cont Pnl. C Bg. day night

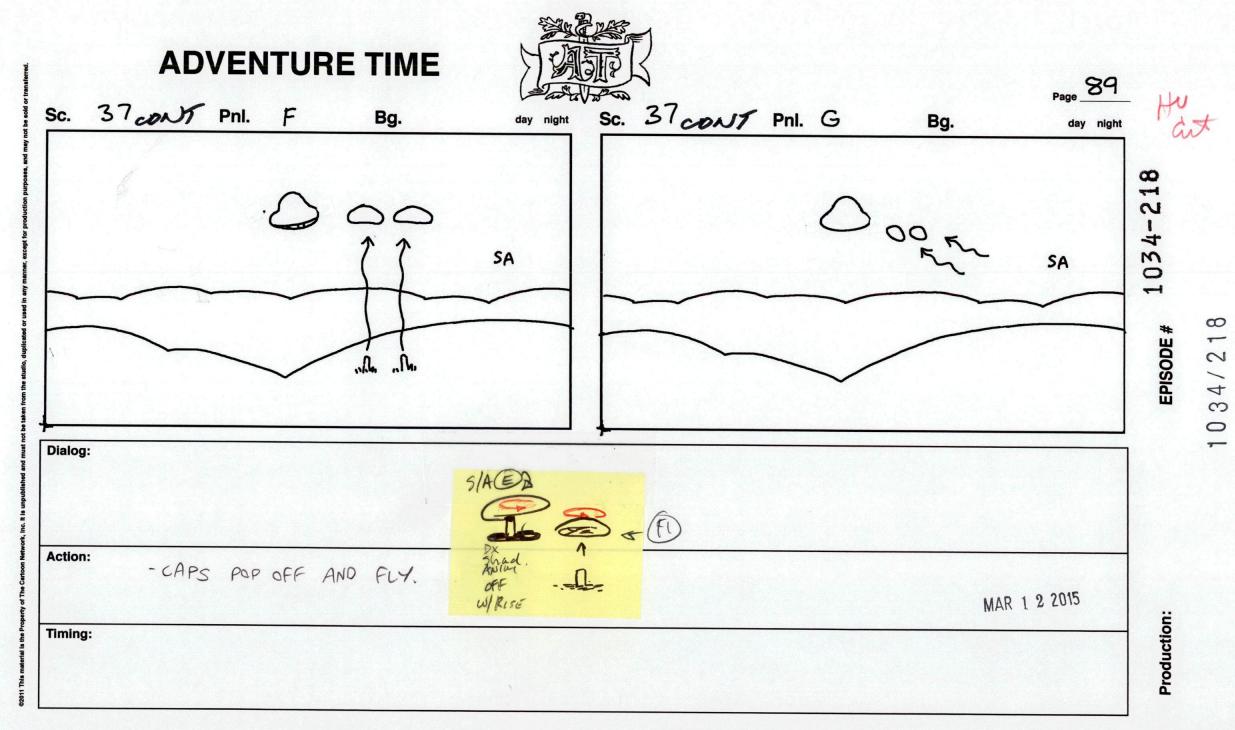
Action:

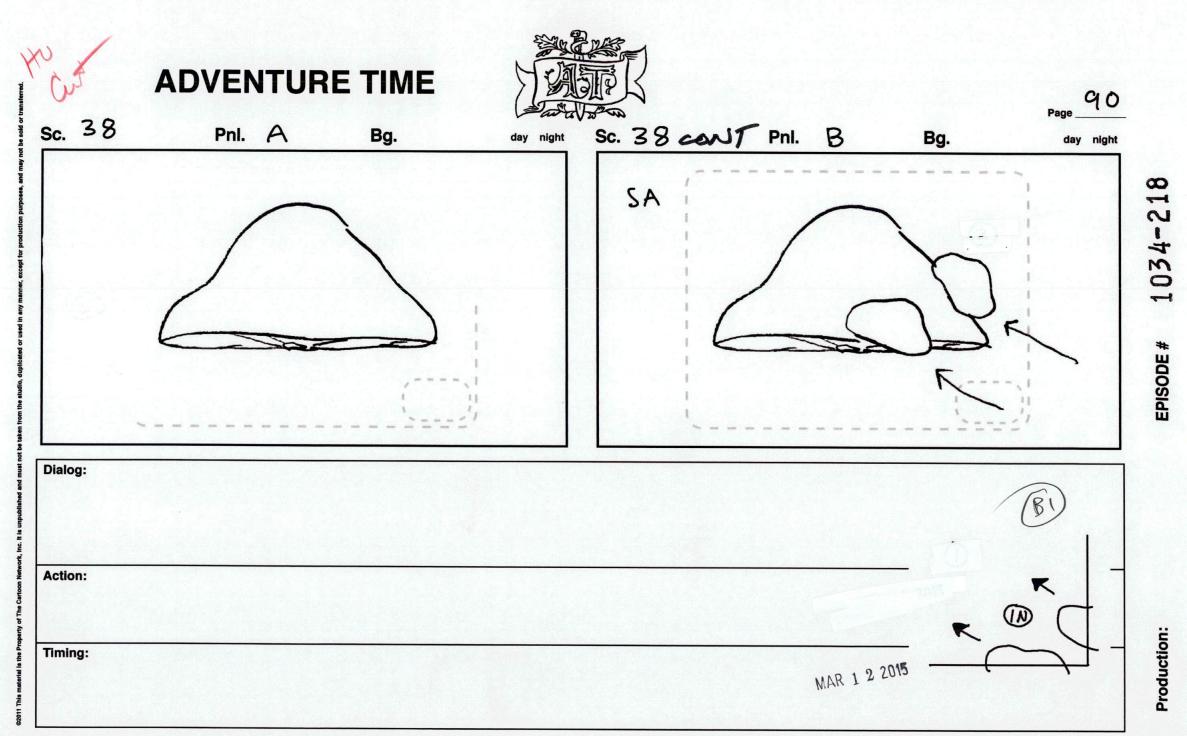
- MUSHROOM FLYS IN

- STOPS

MAR 1 2 2015

adventure time c. 37 conf Pnl. D Bg. day night	Sc. 37 cont Pnl. E Bg.	Page 88
ialog:		SA
ction:	- TWO MUSHROOMS ON GROUND START SPINNING.	MAR 1 2 2015





1034/218

ADVENTURE TIME Sc. 38 cont Pril. C Bg. 38cont Pril. D Bg. SA Dialog: Action: - small caps seal themselves to big cap MAR MAR 1 2 2015 Timing:

11034/218

Production:

Page 91

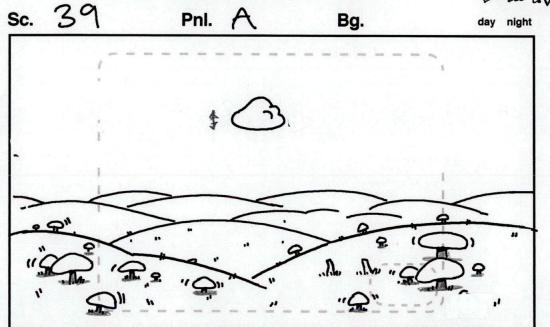
1034-218

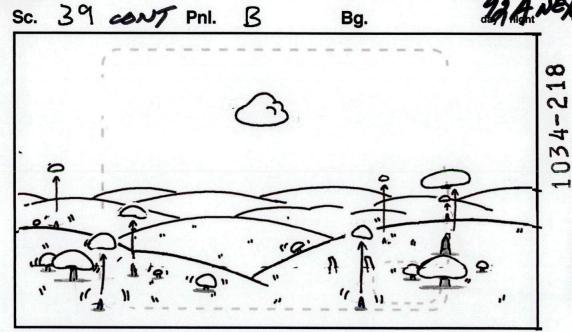
EPISODE#

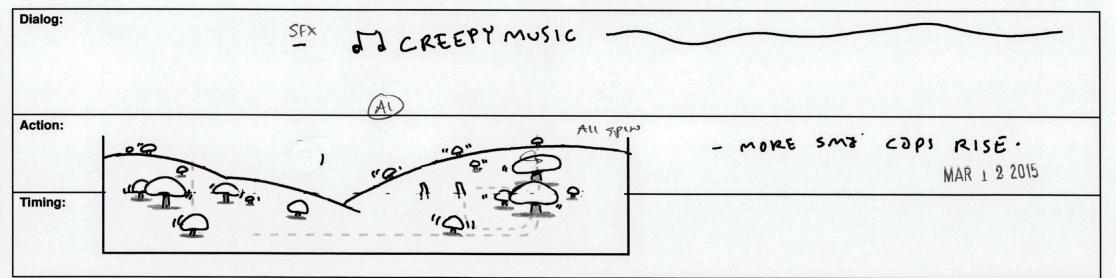
00











Production:

1034/218

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ADVENTURE TIME Sc. 39 cast Pnl. C Bg. Dialog: JJ CREEPY MUSIC

1034-218

Bg.

Pnl. D

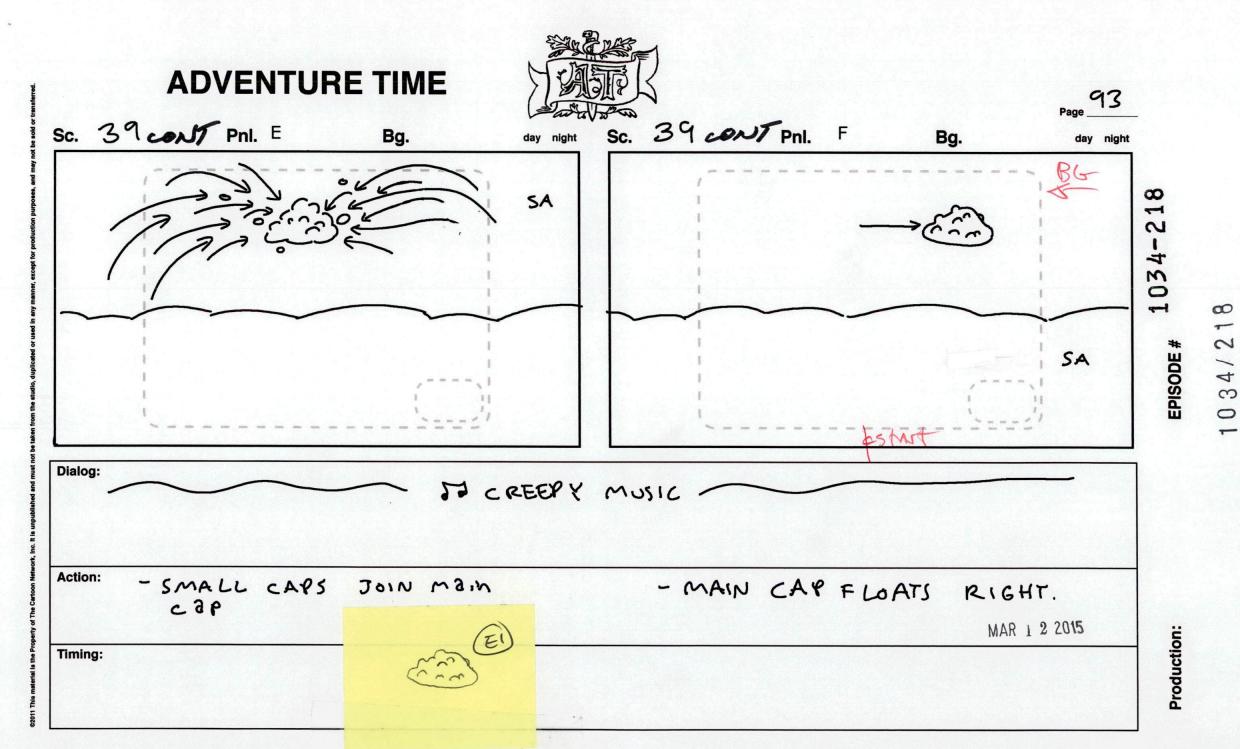
Action:

- MORE SME COPS RISE.

MAR 1 2 2015

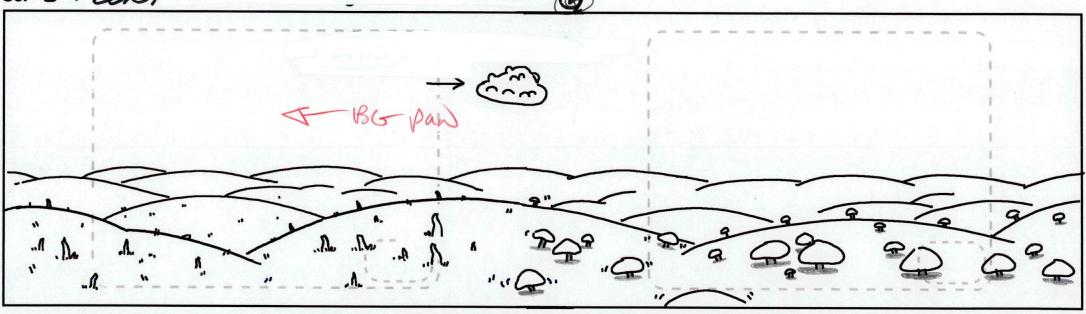
Timing:

Production:





Page ____94



Dialog:

Dialog:

Action: - CAM MOVES WI Main CAP.

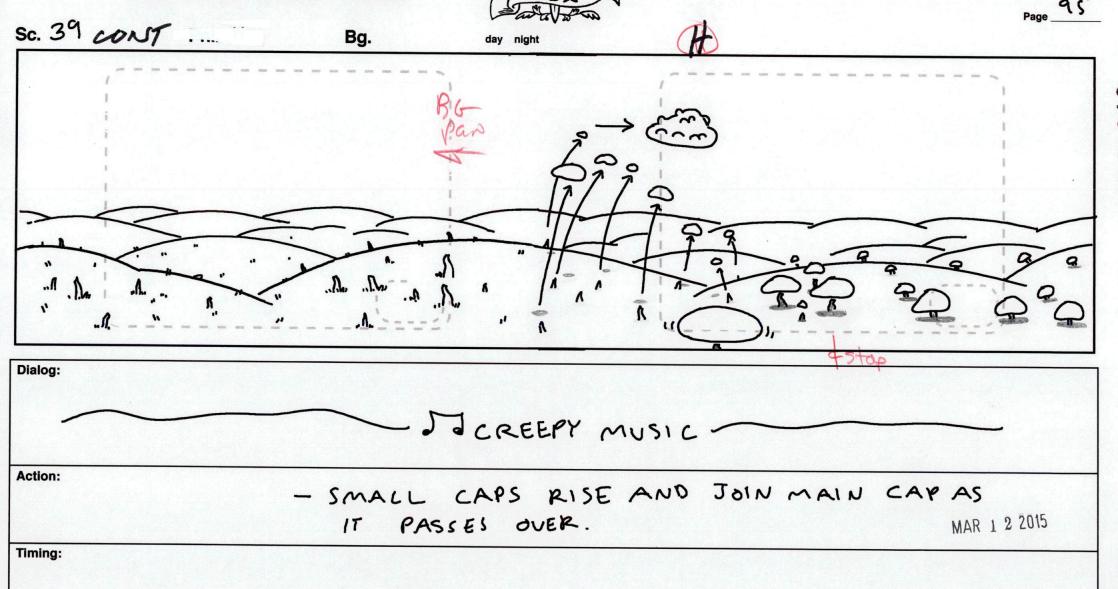
MAR 1 2 2015

Timing:

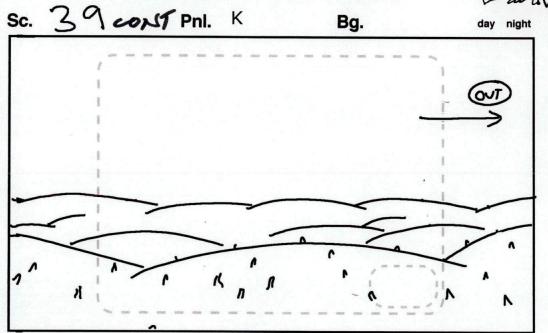
Production:

034/21





	ENTURE 1	ГІМЕ		T.			Page 96	
sc. 34 cons	Pnl. ^I	Bg.	day night So	39 con	Pnl.	Bg.	day night	
	07.70		on on on on	X			200 Oct	EPISODE # 1034-218
Dialog:		To musi	c gett	ing reall	y integr	se ~	~	
							TU CUTOFF	
Action:		nain a		thing big		R 1 2 2015	5005	
Timing:							(m) as "	Production



Pnl. A "

Dialog:

C/ There you go, just hold it like you would a butterfy

Action:

Timing:

MAR 1 2 2015

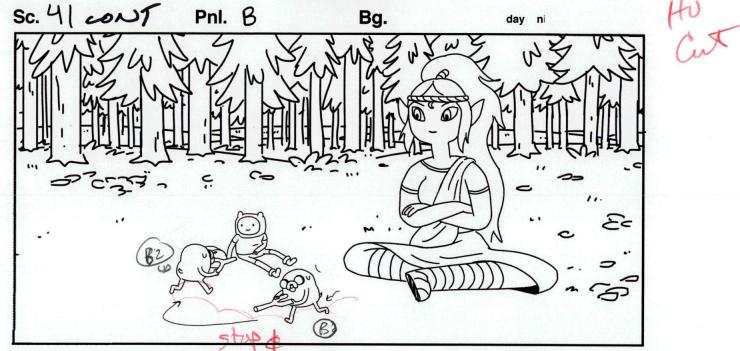
ADVENTURE TIME	Page 98 HV	
Sc. 40 cont Pnl. B Bg.	day night Sc. 40 con Pnl. C Bg. day night 817-17 201 # 300 Sld 3	1034/218
Dialog: C/ You got 1+? Action:	J/yah. MAR 1 2 2015 Canyon's Arms Out	
Timing:	Production:	

EPISODE#

Production:



Page 100



PAN

PAN

Action: - CAM, FOLLOWS JAKE

MAR 1 2 2015

Timing:

Production:

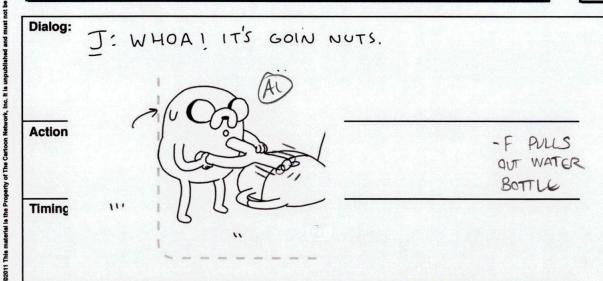


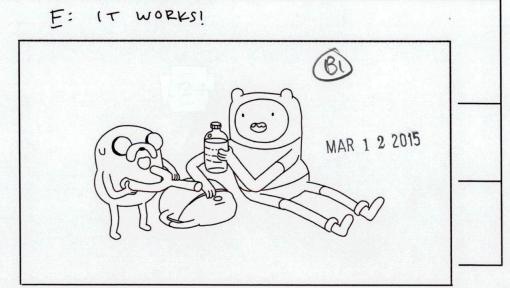


10\ Page

Sc. 42 Pnl. A Bg. day night

Sc. 42 const Pnl. B Bg. day night





Production:

1034-218

EPISODE#

1034/218

8

ADVENTURE TIME

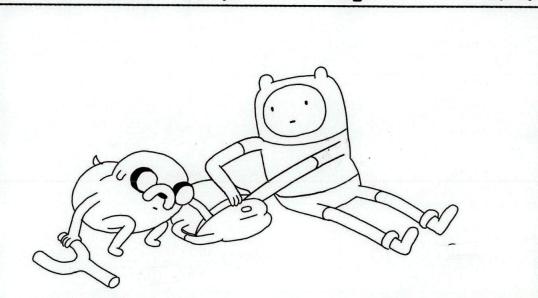


Page _____

Sc. 42 CONT Pril. (Bg. day night

Sc. 42 cont Pnl. D

Bg.



EPISODE # 1034-218

Production:

Dialog: Koo: Finn?

Action:

Tinning:





103

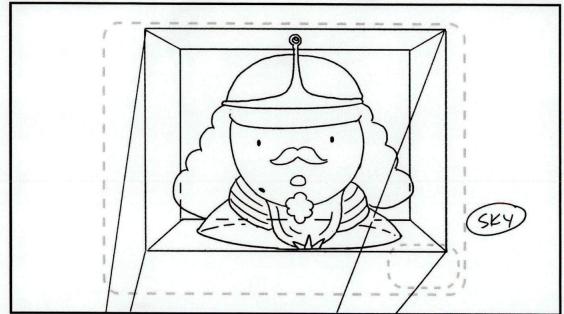
Sc. 42 cont Pnl. E

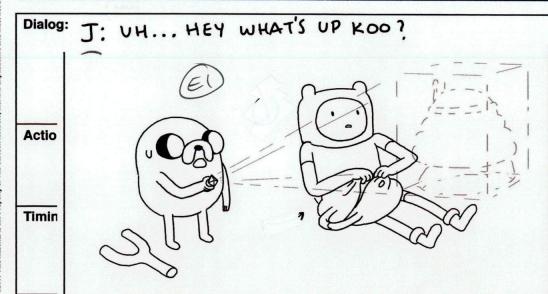
Bg.

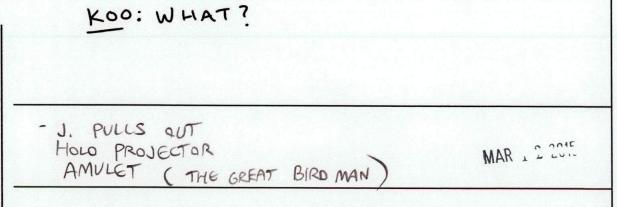
Sc. 43

Pnl. A

Bg.







1034-

EPISODE#





44

Pnl. A

Bg.

Sc. 44 CONT Pril. B

Bg.

day night

111

Dialog: J: I MEAN KING OF OOD. WHAT'S UP?

KOO: PRINCESS KING OF OOO.

Action: - FINN FINISHES PUTTING ON BACK PACK.

MAR 1 2 2015

Timing:

Production:

1034-218

Page 105



ADVENTURE TIME

Sc. 44 000 Pnl. (

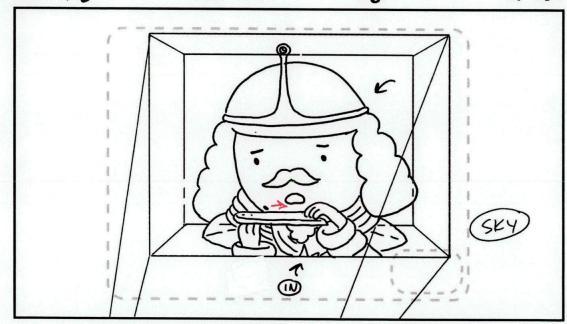
Bg.

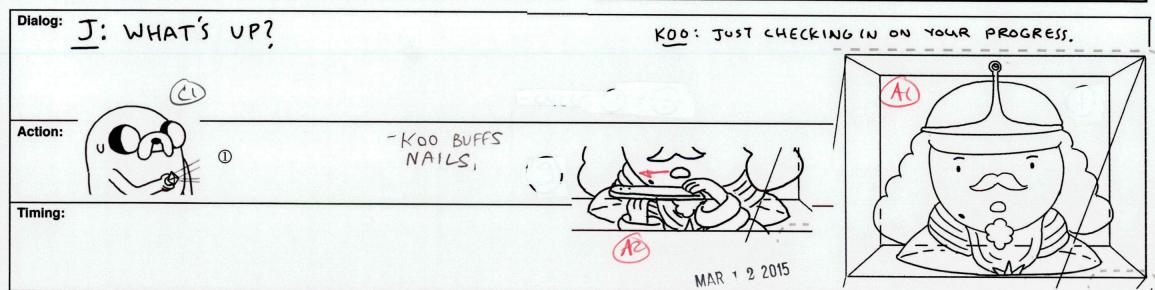
Sc. 45

Pnl. A

Bg.

day night





Production:

1034-218

EPISODE#

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ADVENTURE TIME



Page 106

Sc. 45 cont Pnl. B Bg.

Pnl. Bg. day night 111

KOO: HAVE YOU FOUND A FLYING MUSHROOM? J: UH ... Dialog: BIG ENOUGH = TO SIT ON? HAVE YOU

BD

CAPTURED IT?

Action:

MAR 1 2 2015

Timing:

(ADMIRING HIS NAILS)

Production:

1034-218

Timing:

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	-	£
(^	-
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	d	-
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•		3
	_	-

EPISODE#

ADVENTURE TIME	T SASTIPINE			107
46 CONT P	1 47			Page 107
Sc. Pnl. B Bg.	day night Sc.	Pnl. A	Bg.	day night
			3/7	
Dialog:				
<u>F</u> : UH				1
Action:				

MAR 1 2 2010

108 Page ____

Sc. 47 CONT PNI. B

ADVENTURE TIME

47 cont Pnl. C Bg.

Dialog:

I: (0/5) UH...

F: (0/s) UH ...

Action:

- CANYON GETS AN IDEA

Timing:

- SHE GRABS HER SCARF THING

MAR 1 2 2015

Production:

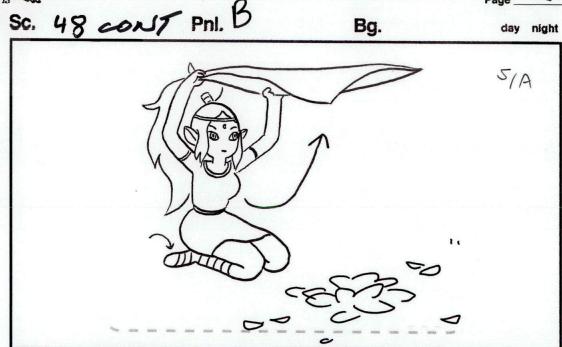
EPISODE #

ADVENTURE TIME



Bg.

PNL. A



Dialog:

J: (0/s) UHH... E: (0/s) UHH...

Action:

Timing:

- CANYON UNFURLS WRAP.

MAR 1 2 2015

Production:

1034-218

EPISODE#

ADVENTURE TIME



110

Sc. 48 cont Pnl. (Bg. 5/A 48 cont Pril. D Bg. day night





Dialog: J: (0/5) UH... F: (0/s) UH ... Action: - C. GATHERS UP A BUNCH OF LEAVES MAR 1 2 2015 Timing:

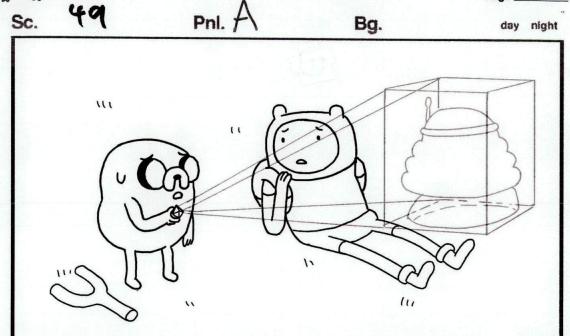
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ADVENTURE TIME



Page ____

Sc. 48 carpni. E Bg. day night



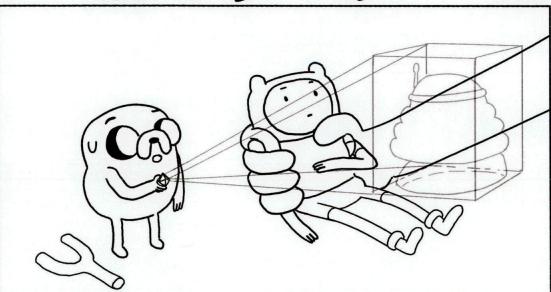
Dialog:	F: инин <u>J</u> :инин	(A)
Action:		
Timing:		MAR 1 2 2015

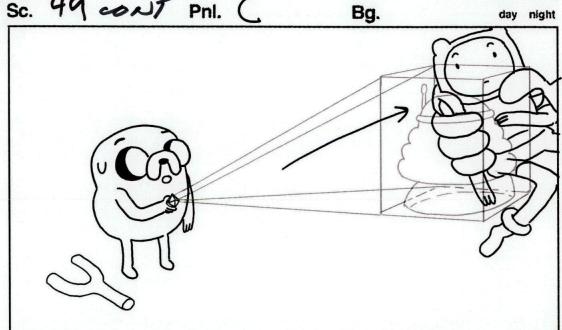
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Sc. 49 CONT Pril. (



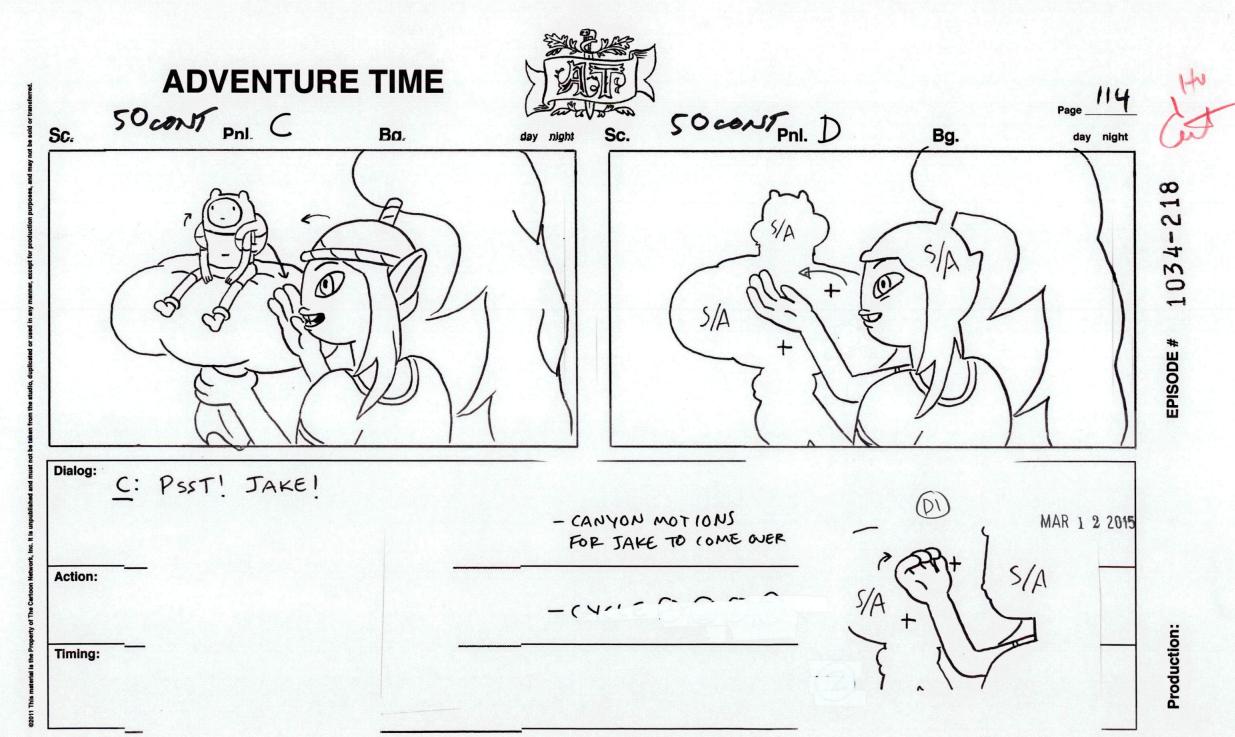


Dialog: J: UHHHH ...

Action: - CANYON'S HAND COMES IN AND GRABS FINN

MAR 1 2 2015

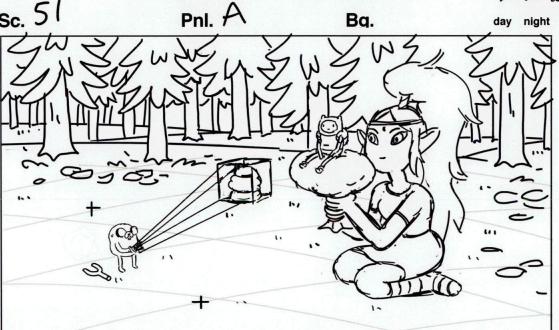
Timing:





ADVENTURE TIME



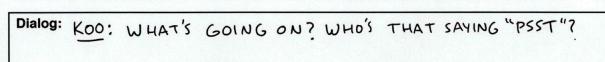


Sc. 51 cont Pnl. B

Bq.

day night

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KOO: OH ... OH LOOK AT THAT



Action:

Timing:



Koos POV AROUND.

MAR 1 2 2015

Timin



ADVENTURE TIME



Page 116

Sc. 52

Pnl. A

Ba.

day night

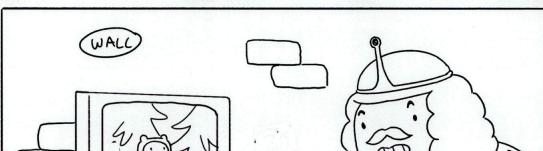
er 52 cont pni B

Ra

day night

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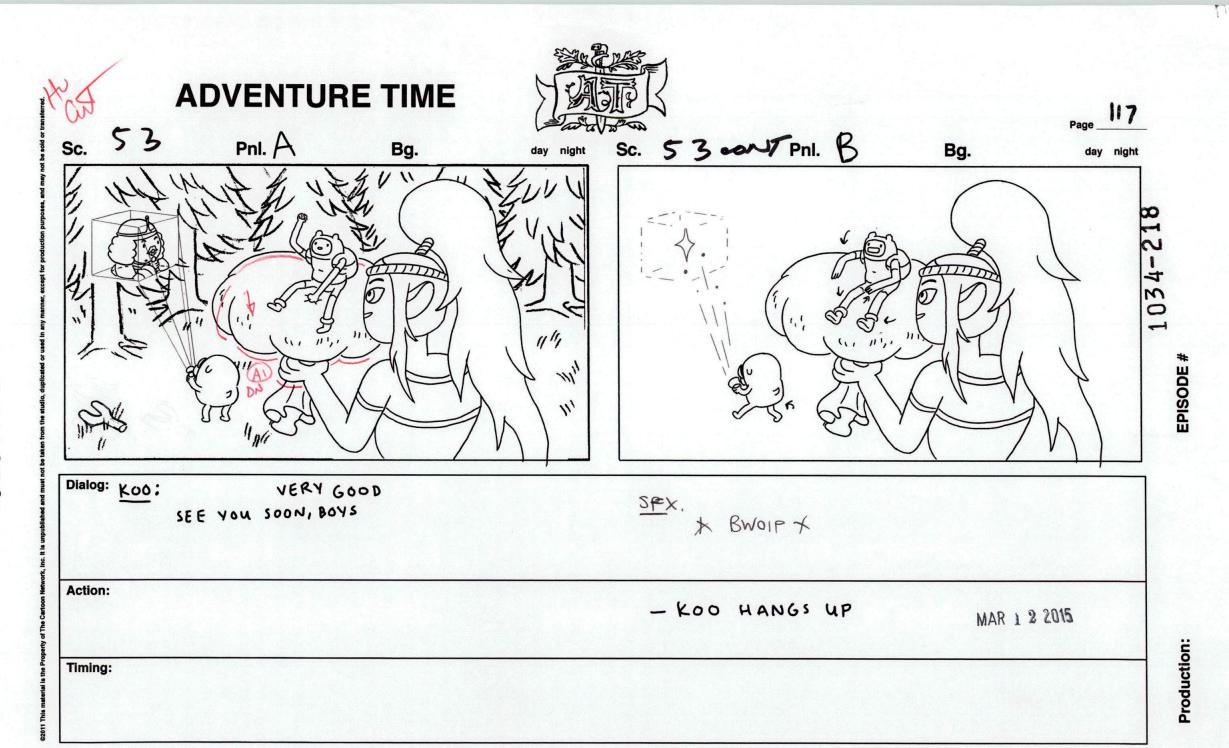








MAR 1 2 2015



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Dialog:

Action:

Timing:

Sc. 53 CONT Pnl. C. Bg.	day night	Sc. 53 CONT Pol. D	Bg.
	W. W	BG SA)	

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	CERT DE	
115	. 15-15	

THAT WAS DOODPE!

MAR 1 2 20

Production:

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CU

day night

ADVENTURE TIME	THERE	K			la
Sc. 53 CONT Pol. E Bg.	day night Sc.	53 CONT POL. F	Bg.	Pageday night	41
	N	Est Services	SA.	1	1034-218
HA MAT'S WHO'S RUNNING THE CANDY KIN	NG-DOM	F: MM			
Action:					
Timing:			MAR	1 2 2015	Production :

ADVENTURE TIME	7 WARRELY TO	124
Sc 53 CONT Pol. G Bg.	day night Sc. 54 Pnl.	. A Bg. day night
SA SA	M M M M M M M M M M M M M M M M M M M	EPISODE # 1034-218
Dialog: T WHATSAMATTER, DUDE.	@MMH. I DUNNO M	
		Production Production

	VENTURE TIME	T WAS	配人		Ю
Sc. 54 cont	Pnl. 🔏 Bg.	day night	Sc. 54 cont Pnl. C	Bg.	Page
BG SA			SA WINT		
Dialog:	<i>€</i> we	E'RE DISOBEYII	VG ROYAL ORDERS?		
Action:					
Timing:				MAR 1 2 2015	Production

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Timing:

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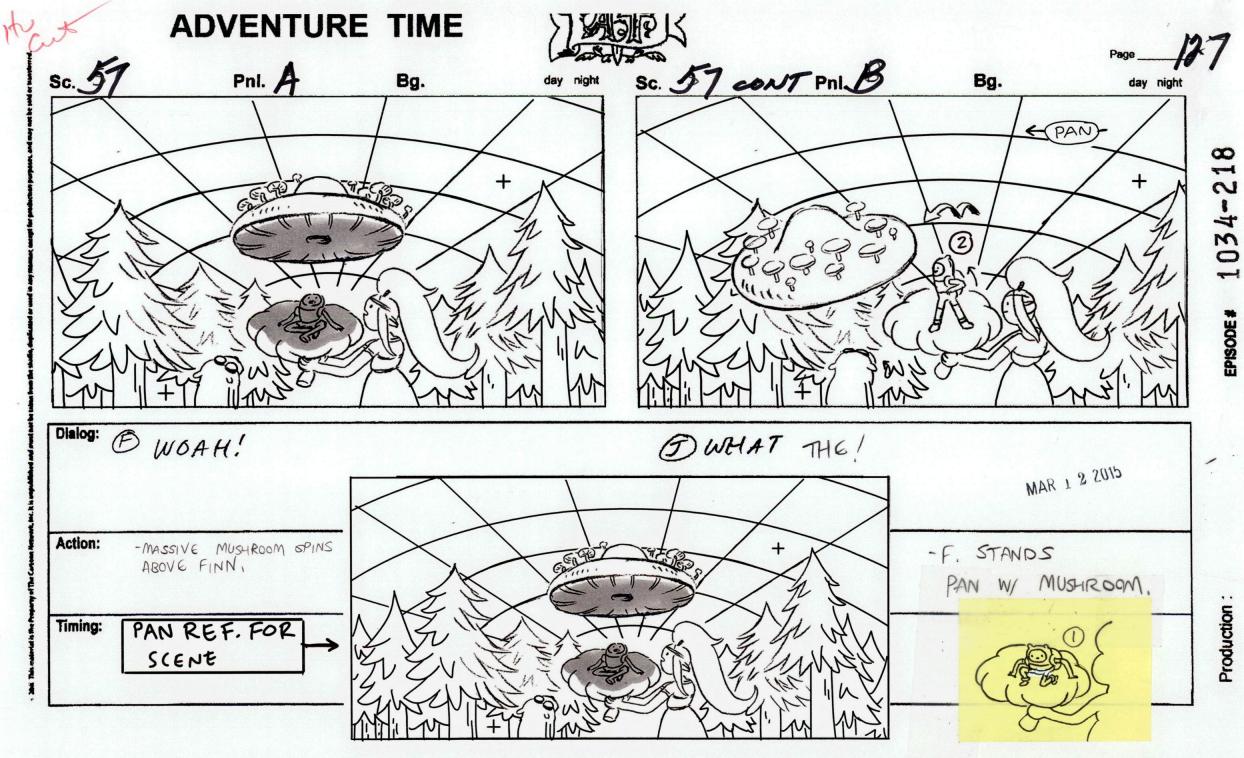
MAR 1 2 2015

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	ADVENTUI	RE TIME	T	测以				- 1	26
Sc.	Pnl.	Bg.	day night	sc. 56	conspni.	C E	3g.	Page	HU
						P.	LO	(3)	218
				A Stop				(6)	1034-
								R i 2 2015	EPISODE#
Dialog:				Hart		1	13	7	
Action:		-F LOOKS UP. -PAN UP FLYING	TO MUSHROOM,	A Bos	EA)		Mal	K.	••
Timing:					1	K	A-	START	Production
				(F)	HUH?				



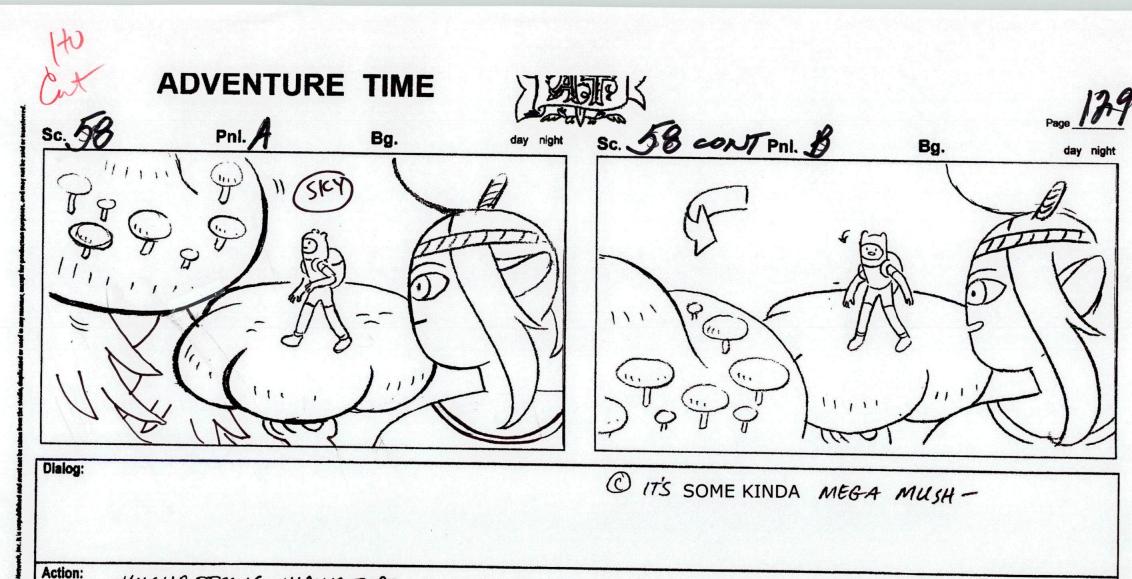
A	OVENTURE	TIME	N	源以		Page 128
Sc. 57 cons	Pnl. C	Bg.	day night	Sc. 57 cont Pol D	Bg.	Page / A N day night
	AN PORT OF THE PROPERTY OF THE		+	PAN		1000 100 100 100 100 100 100 100 100 10
Dialog:						
	SFX: * WHR	RRRRR*			MA	R 1 2 2015
Action:				MUSHROOM CIRCLING THE	m, curious	
Timing:						

ADVENTU	RE TIME	7	IEK at			12
Sc. 51 cont Pnl. E	Bg.	day night	sc. 57A	Pni. A	Bg.	Page // 4/ day nigh
	PAN		100 8 11 11 11 11 11 11 11 11 11 11 11 11 1	OP OP III	A PARTIES	JAN AND AND AND AND AND AND AND AND AND A
Dialog:	HRRRRRX				M	AR 1 2 2015
Action:			MUSHROOM	CIRCLING THEM	, curious	
Timing:						

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MUSHROOM IS INQUISITIVE

Timing:

Production:

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MAR 1 2 2015

ADVENTURE TIME	八個國際人			120	0
Sc. 58 CONT Pril. C Bg.	day night Sc.	58 car Fri.	D Bg.	Page 19	
Distance of the second of the	SA	G C		SA	EPISODE# 1034-218
Dialog: HA COOL!		(F)	NEGA -		
Action:		F. ANTICS.	N	IAR 1 2 2015	
Timing:					Production:

Sc. 58 CONT PRI. E No Scene 59 day night	1 SC 60			Page (3)	
B S S S S S S S S S S S S S S S S S S S	Sc. St.	Pnl. A	Bg.	1034-218 EPISODE#	
Dialog: (F) MUSH! MEGA - MUSH! SFX: OF LEAVES CRUNCHING- IN THE SCARE	(0/5) a MEGA -	MUSH,	SPX: T:SKSA	1.1*	
Action: CYCLE: (AB) (AB)			MAR	2 2 2015	
Timing:				Production :	

ADVENTURE TIME 60 cont Pol. C Sc. 60 CONT Pril. B Bg. Dialog: SFX X VRRRR! * Action: MUSHROOM TOPS START SPINNING SUDDENLY 2015 - MUSH FLOATS FORWARD MUSHROOM TURNS PINK Timing:

Production:

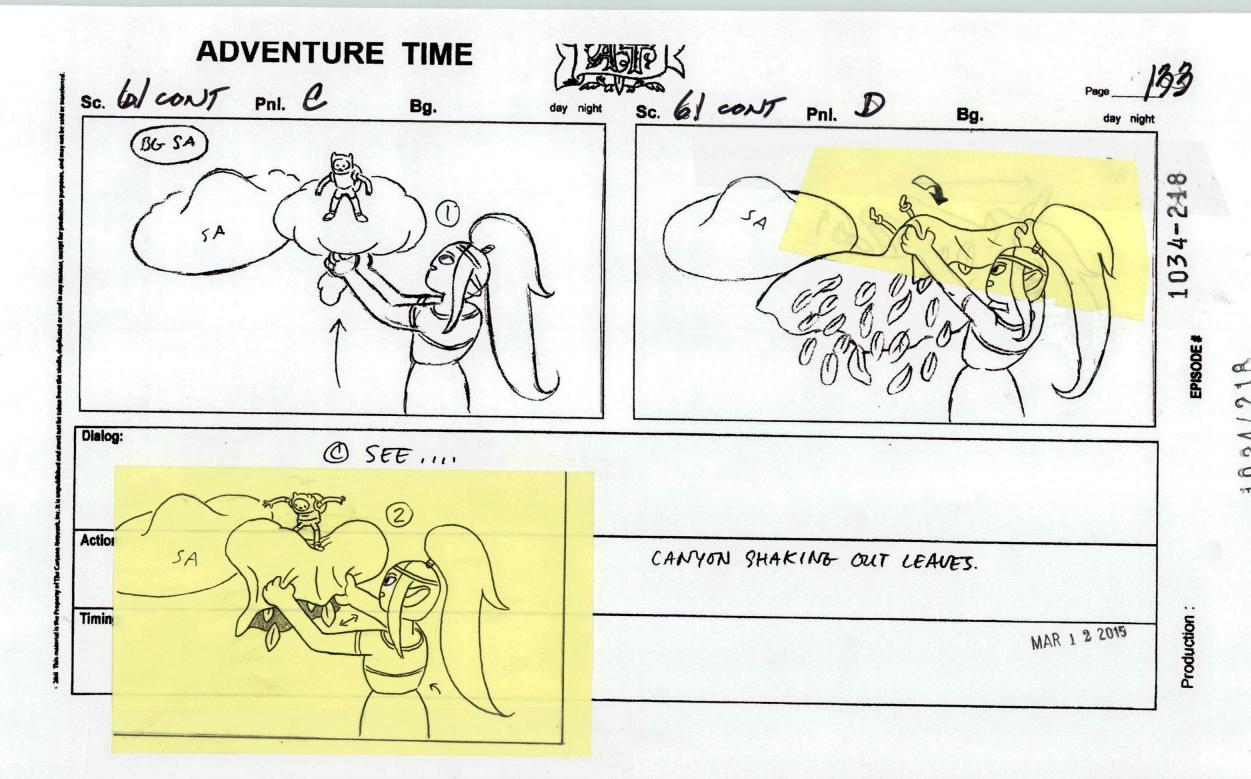
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ADVENTURE TIME	7 Marie K
Sc. 6 Pnl. A Bg.	day night Sc. 6 CONT Pnl. Bg. day night
Dialog: SFX * VRRRR / * Action:	© WOAH, CALM DOWN, BUDDY. THIS IS A FAKE MUSH.
Timing:	MAR 1 2 2015



ADVENTURE TIME	Page 134
Sc. 6/ cont Pni. E Bg. day nig	
SA SA CEAVES TO THE COUNTY OF	
Dialog:	@ woodp
	SFX: * FWOOF. / *
Action: Timing:	Production 5

ADVENTUR	E TIME	门场	and r		1,
sc. 6/cont Pnl. 6	Bg.	day night	Sc. 6/cont Pol. H	Bg.	Page
SIA			S/A		
Dialog:					
Action:			-c. PUTS _ WRA	P BACK ON.	
Timing:					2015
				1	MAR 1 2 2015

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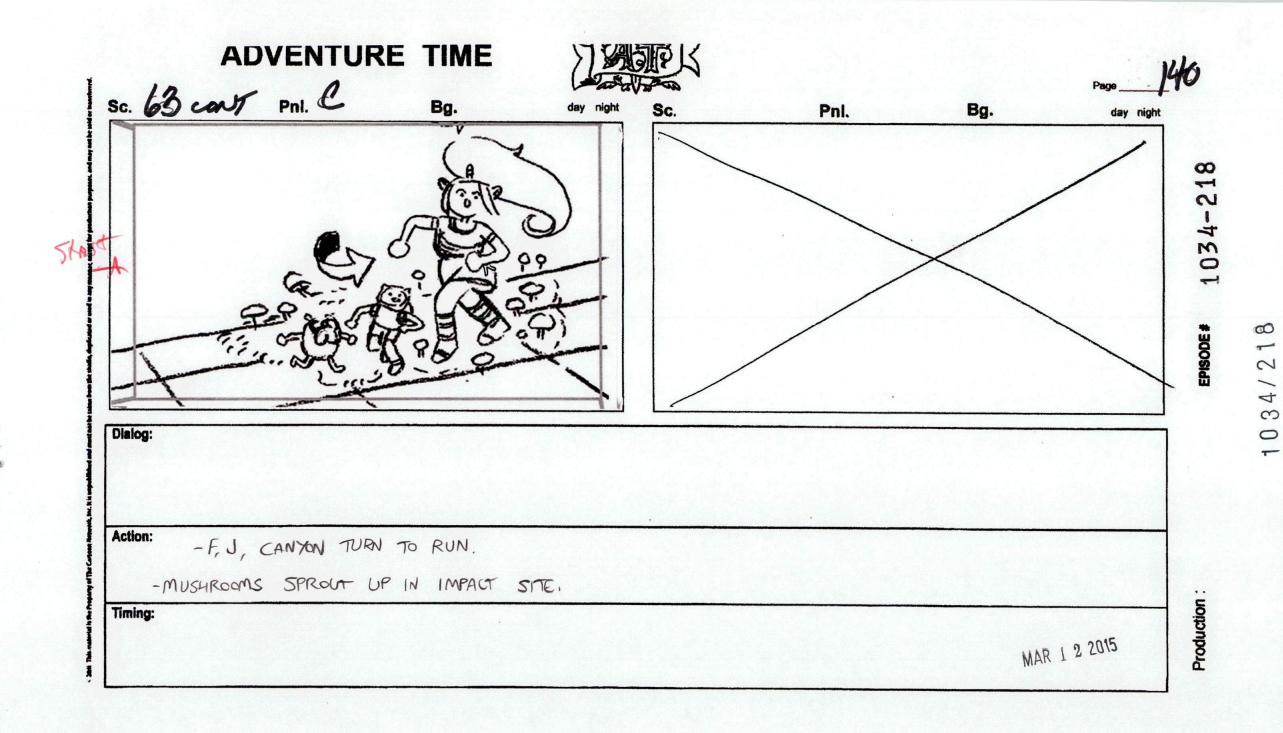
sc. 62	Pnl. A		and a Val	60	- 2		Page
30. 97	Pni. A	Bg.	day night	sc. 62 con	Pnl.	Bg.	day nigh
		7-9-		(BG-SA)	(30)	CHI CRI	
	97	93			CAN'		
	~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~	78			A COL		)
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1	T O TOE	TO I	4	1			
In S	100	1	W. Comment		///	1	/
W CA		A Sul					
NA	17274	20001111	, , //				
Dialog:							
		,					
Action:				MUSHROOM	JERKS IN	ANICRY	
						, ANGICA.	
Timing:							
						ann	1 2 2019

ADVENTURE TIME	MORE (	趴		):
Sc. 62 CONT Pril. C Bg.	day night	ic. bal cont Pnl. D	Bg.	Pageday night
		TO THE PROPERTY OF THE PROPERT		
Dialog:  SFX: * VRRRRRR \$				
Action: _M TURNS BRIGHT RED		- TOPS SPIN CR.	424 FAST	
Timing:			,	MAR 1 2 2015

ADVENTURE TIME	) MOREL	
sc. 62 cant pnl. E Bg.	day night Sc. 62 CONT P	nl. F Bg. day nigh
The state of the s	Wall of the state	The solution of the state of th
Dialog:	SPX: BE	DETTE
Action: _ELECTRICITY IS GENERATED	- M. FIRE	S TWO BLASTS,
Timing:		MAR 1 2 2015

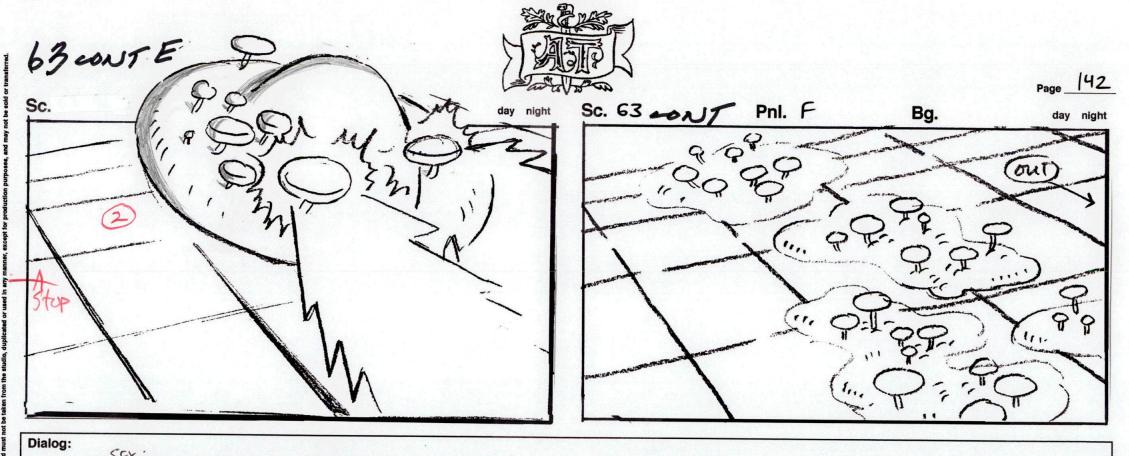
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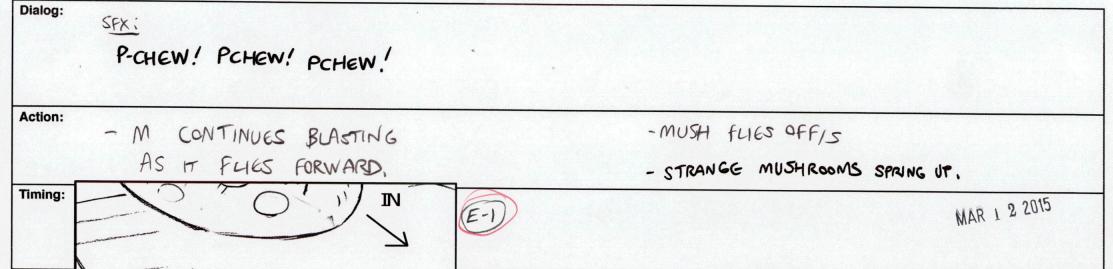
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Page 14		MODELY.		RE THM			
Page		ght	day night	Bg.	Pnl. D	63 cont	Sc.
		Dlag					· Siller
	1.51201	Mile De la company de la compa	WIN W	in the			
			B. C.	3	1	1	
	) —		1,	1 N.A.		1	Pialos
	OUT	CEPT	960				
		JAN JAN	01			1	Action:
F, J + C, MAR 1 2 2015	PAN W/ F,	BZT BZT!	BZT		RUN.	-F, J+C	Timing:
MAR 1 2 2015		YIIIIKES!		AGAIN	H BLASTS	- M USI-	

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1034/218

Production:

ADVENTURE TIME	) January	Page 143
Sc. G4 Pnl. A Bg.	day night Sc. 64 200 Pnl. B Bg.	day night
Dialog:	O IN HERE!	
Action:	-F,J,+C RUN ON/S.	
Timing:		MAR 1 2 2015

	A	D	V	E	N	T	U	R	E	T	IN	1	E
--	---	---	---	---	---	---	---	---	---	---	----	---	---



c. 64 const Pnl. c Bg.	day nig	sc. 64 cont	Pni. D	Bg. Page	night
alog:					
ction: - CANYON DIVES INTO L	06				
ming:				MAR 1 2 2015	

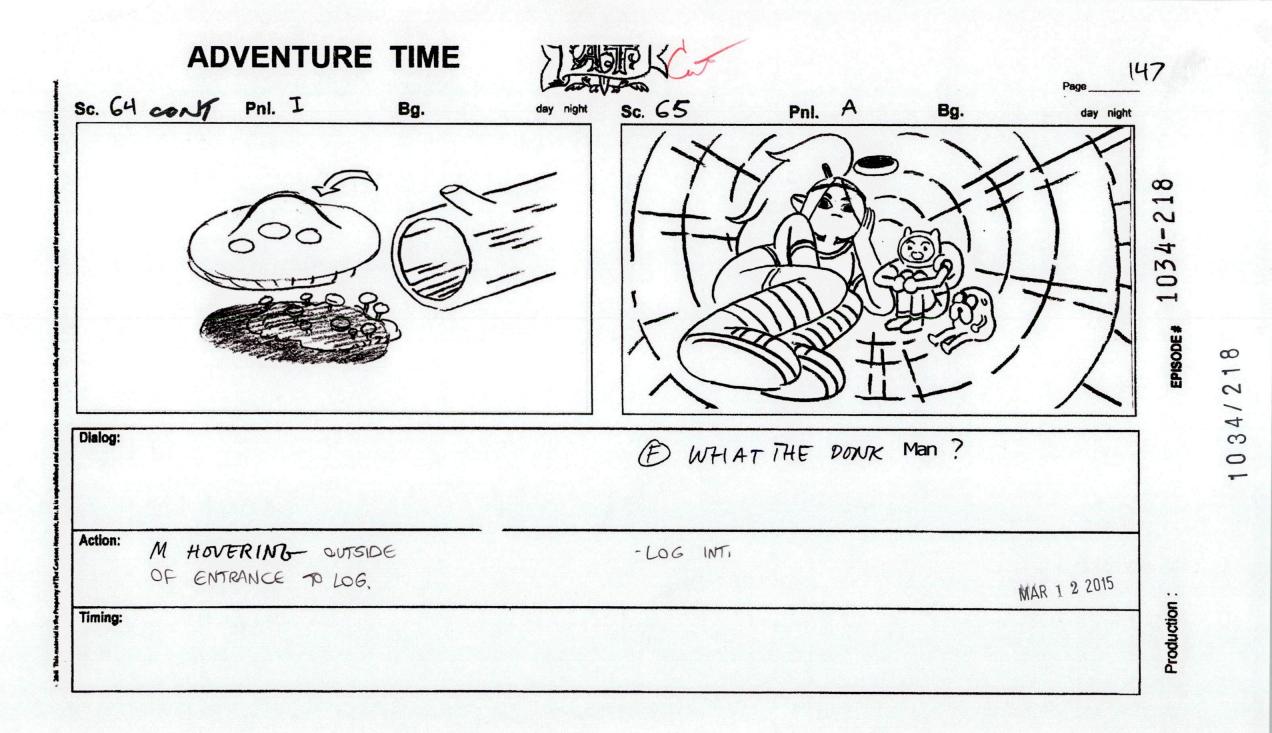
ADVENTURE T	IME THE PROPERTY OF THE PROPER	
Sc. 64 CONT Pnl. E	ag. day night Sc. 64 cons Pnl. F	Bg. day night
Dialog:	SA: X BZZT/X	
Action: - F. CRAWLS IN LOG.	-BLAST COMES ON/S AS J. CLIMBS	IN,
Timing:		MAR 1 2 2015

Production:

	ADVENTUR	ETIME					Page
Sc. 64	CONT Pnl. 6	Bg.	day night	Sc. 64 -0NT	Pnl. H	Bg.	day nigt
	San Marie Control of the Control of					90000000000000000000000000000000000000	
Dialog:	SEX: BIST						
Action:	JAKE IS KNOCKE	DOVER BY THE B		- TAKE SCI			
				- MUSH SWOOPS	ON/5.		
Timing:						W	AR 1 2 2015

1034-218

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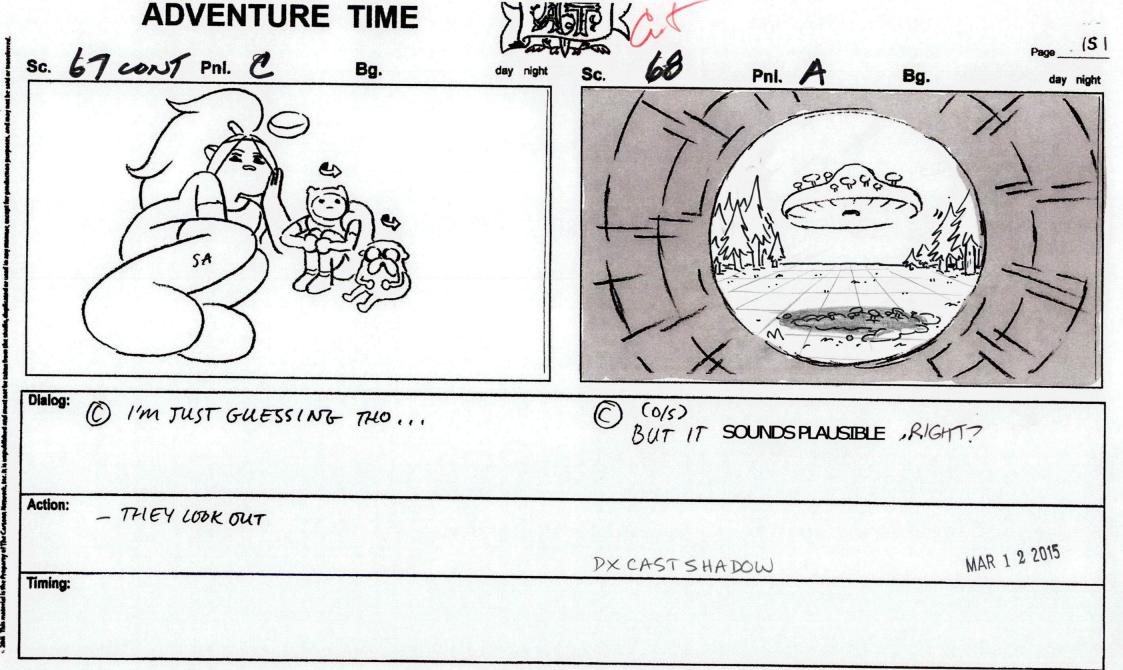


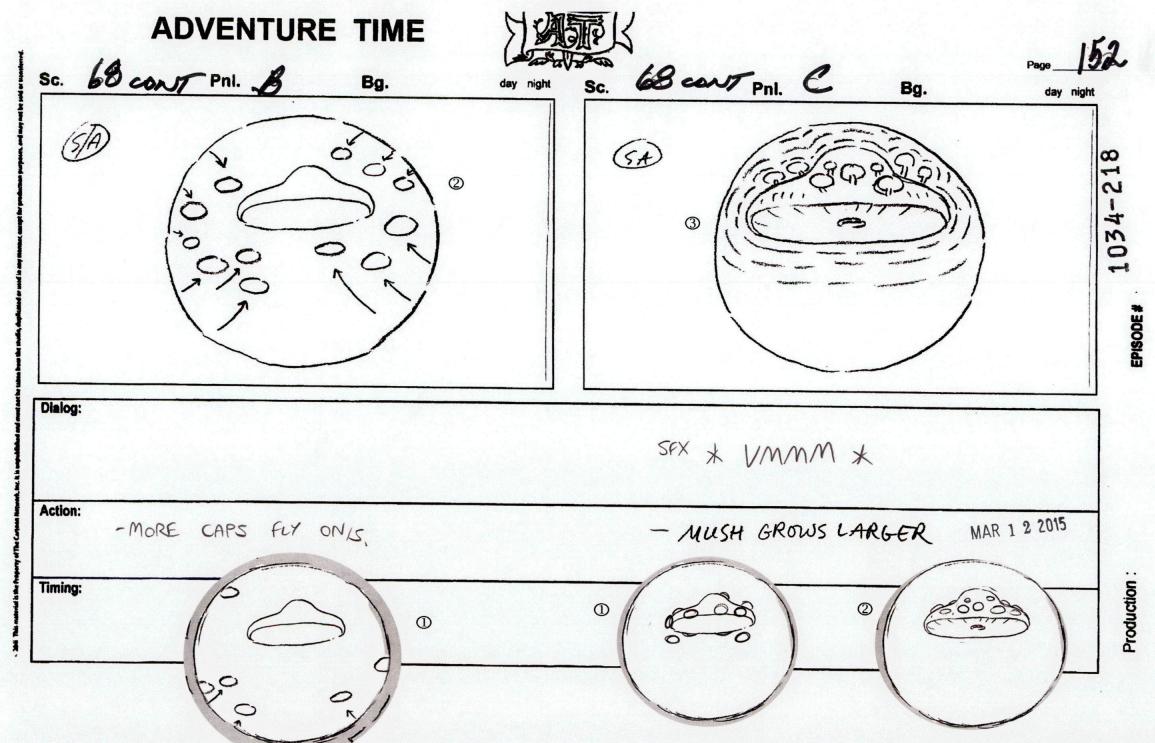
ADVENTURE TIME	) MOREN			Page 14
Sc. 65 conf Pnl. B Bg.	day night Sc. 65	Pol C	Bg.	Page 14
		JA JA	B6-84	
Dialog: O HMM		ASTS	SPORE -DISPE	ERSING-
Action:			PAM	R 1 2 2015
Timing:				

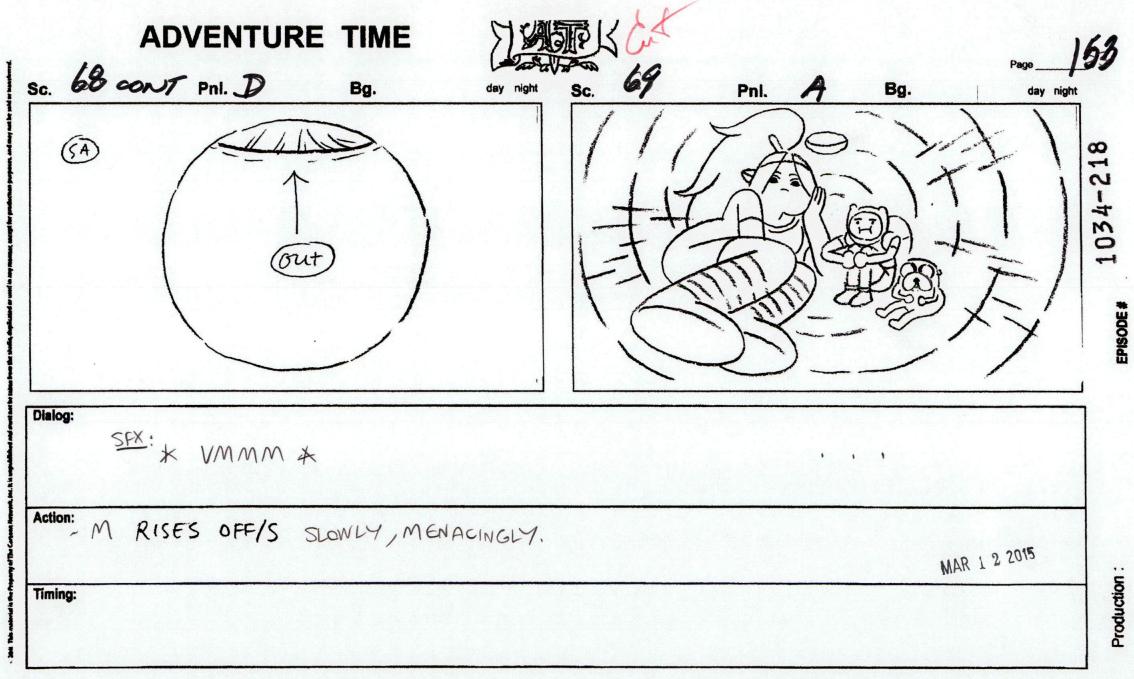
ADVENTURE TIME	Page	149
Sc. 66 Pnl. A Bg.	day night Sc. 66 coalf Pnl. B Bg. day n	
Dialog: © 10 SAY A BUNCHA'  MUSHROTIMS JOINED INTO  Action:	© A NEXT-LEVEL FLYING SUPER-ORGANISM!!  MAR 1 2 2015	Production :

205	<b>ADVENTURE</b>	TIME	7	<b>亚</b> 以			
Sc. 67	Pnl. A	Bg.	day night	Sc. 67 cons	Pnl. B	Bg.	Page
1		1 The state of the	ギー河ノ				BG-SA)
Dialog:				☼ They are going	ng to rule the sch	ool	
Action:	< BCAT)						MAR 1 2 2015
Timing:							

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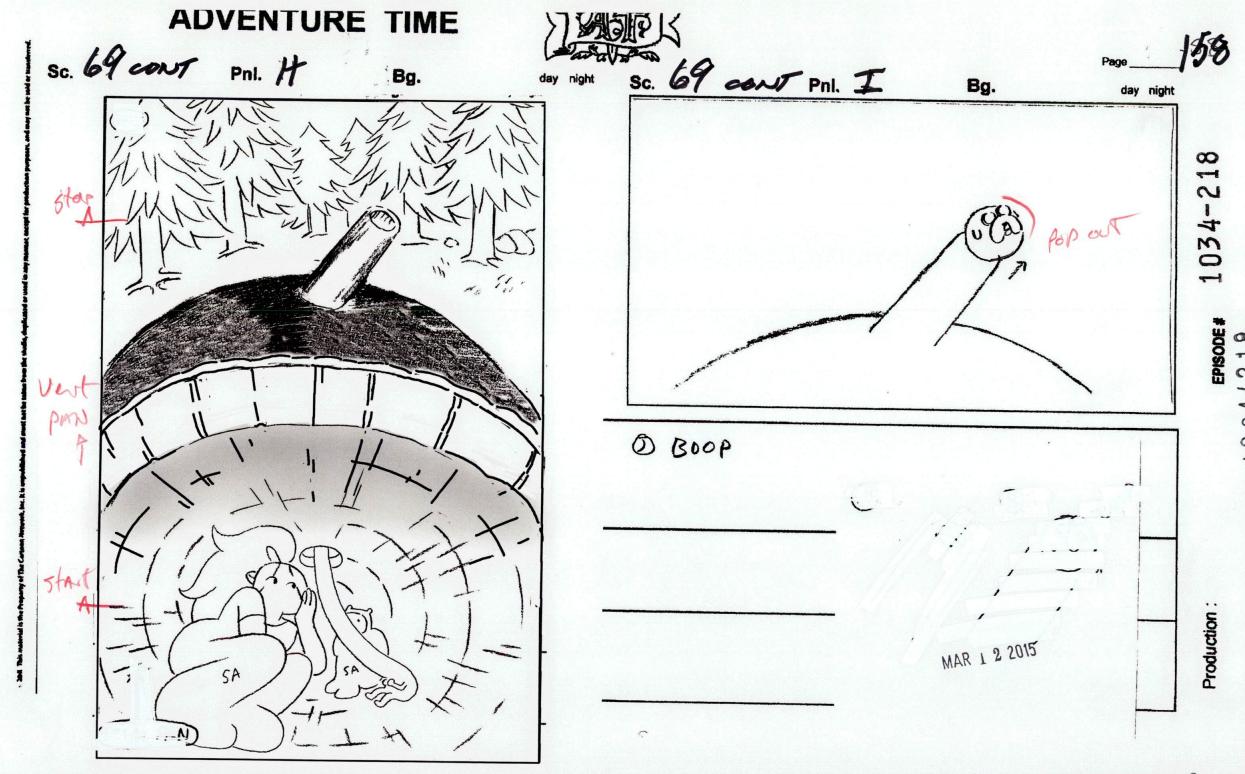


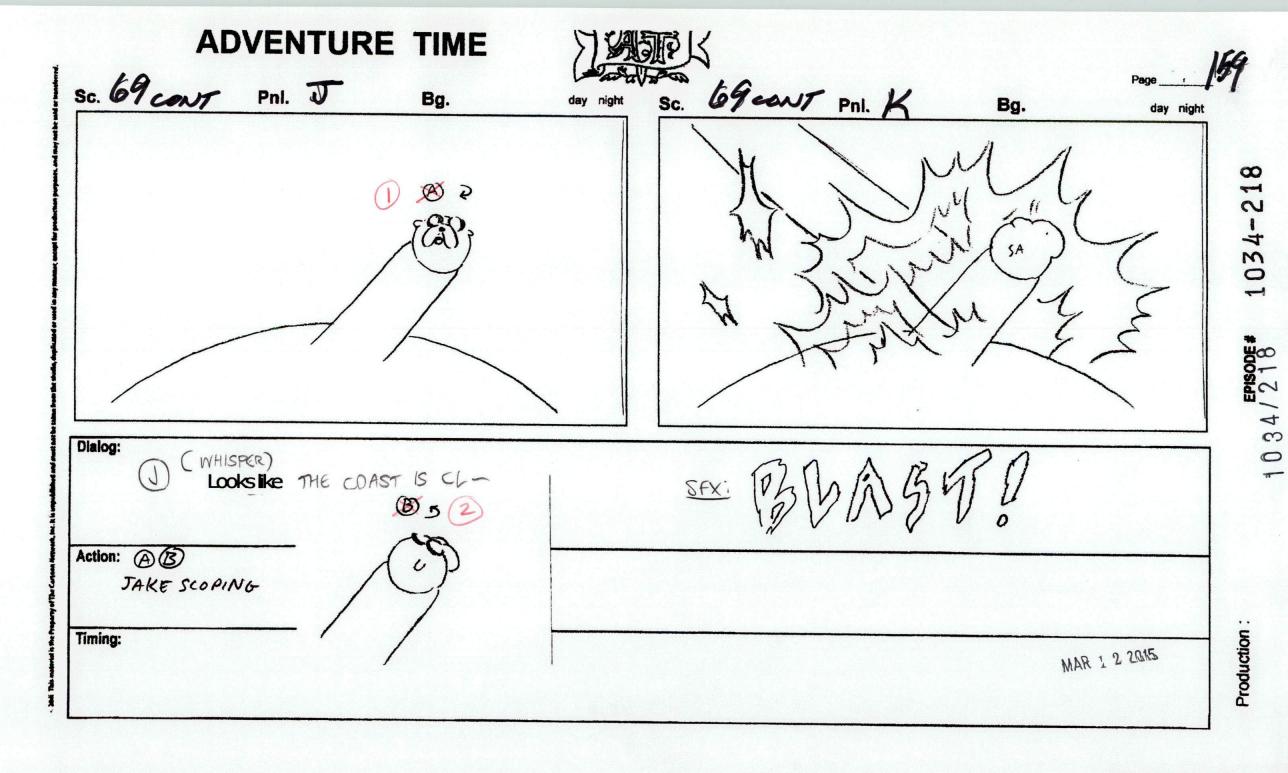


ADVENTURE TIME	) Janelle I	3	ر د سر ر
Sc. 69 CONT Pol. B Bg.	day night Sc.	69 cont Pal. C B	Page 54 No PG 154 day night
SA S	SA	SA SA	S/A
Dialog:  ' () WHATCHOO THINK IT TAS	TES LIKE. E	[VRASP.BERRY]	
Action:			MAR 1 2 2015
Timing:			Milli

ADVENTURE TIM	ME )	<b>亚</b> 人		166
Sc. Geort Pnl. D Bg.	day night	Sc. 69 cart Pril.	Bg.	Page
				218
SA J				1034-
			) )	EPISODE
Dialog: TRAA-HAA	PPED.	@ MAYBE WE CAN O	WAIT 'EMOUT?	
CTRAPP	(07			
Action:				
Timing:			MAR 1	Production :
				P.

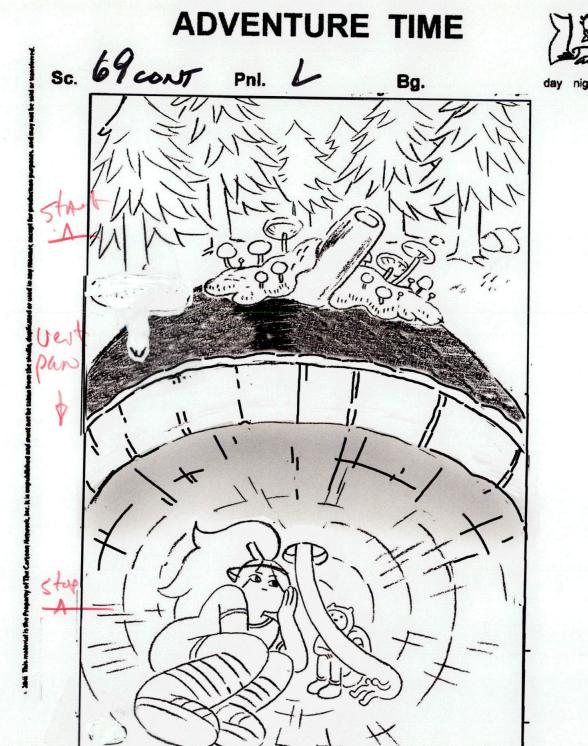
ADVENTURE TIME sc. Glass Pnl. F Bg.	day night Sc. 69cont Pnl. G Bg.	Page157
	SIA	S/A
	TAR TO	
	SA JOAN	
Dialog: THEY YEAH-MAYBE IT'S  ALREADY GONE!		
Action:	_ TAKE STRETCHES INTO KNOB HO	MAR 1 2 2015
Timing:		

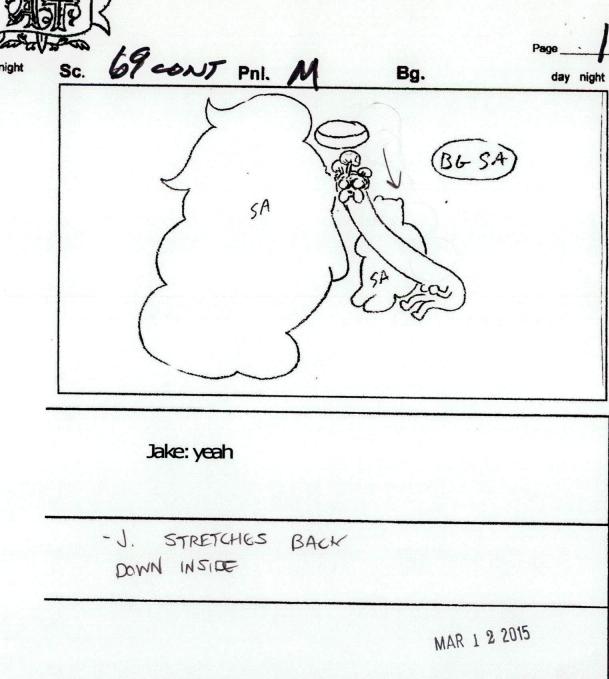




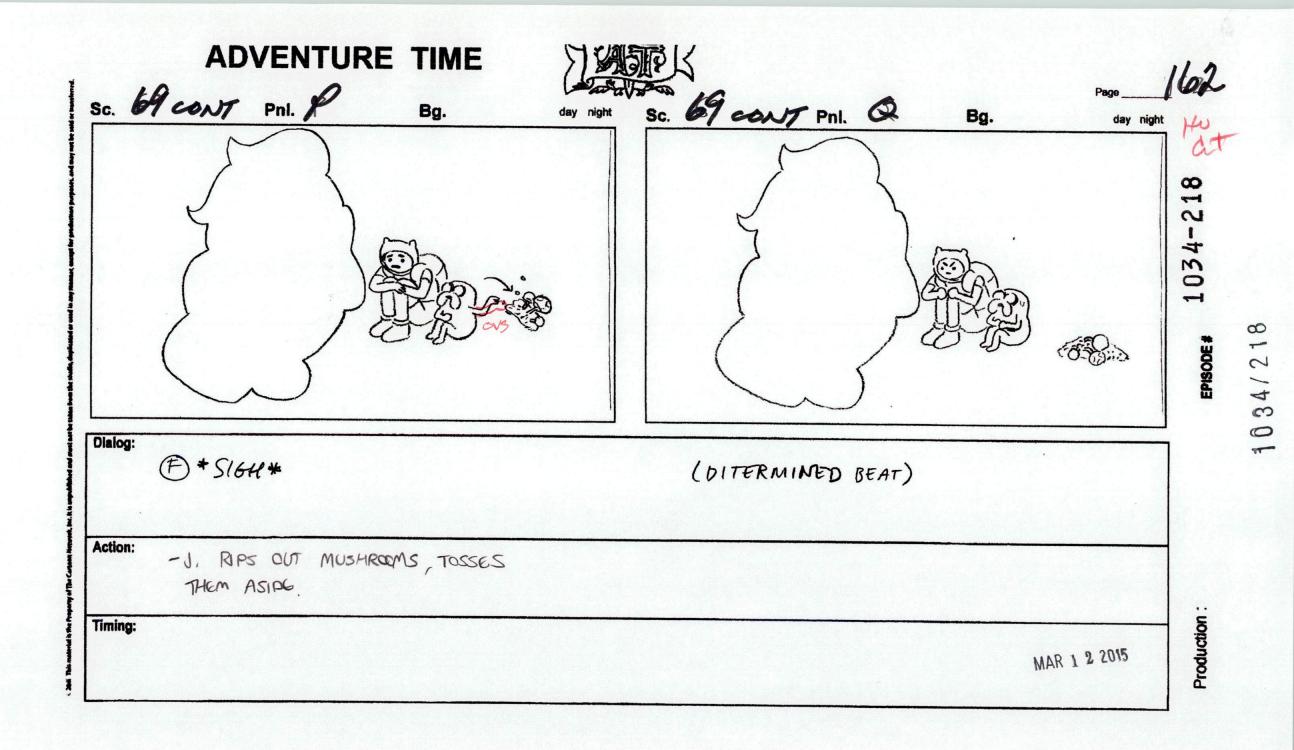
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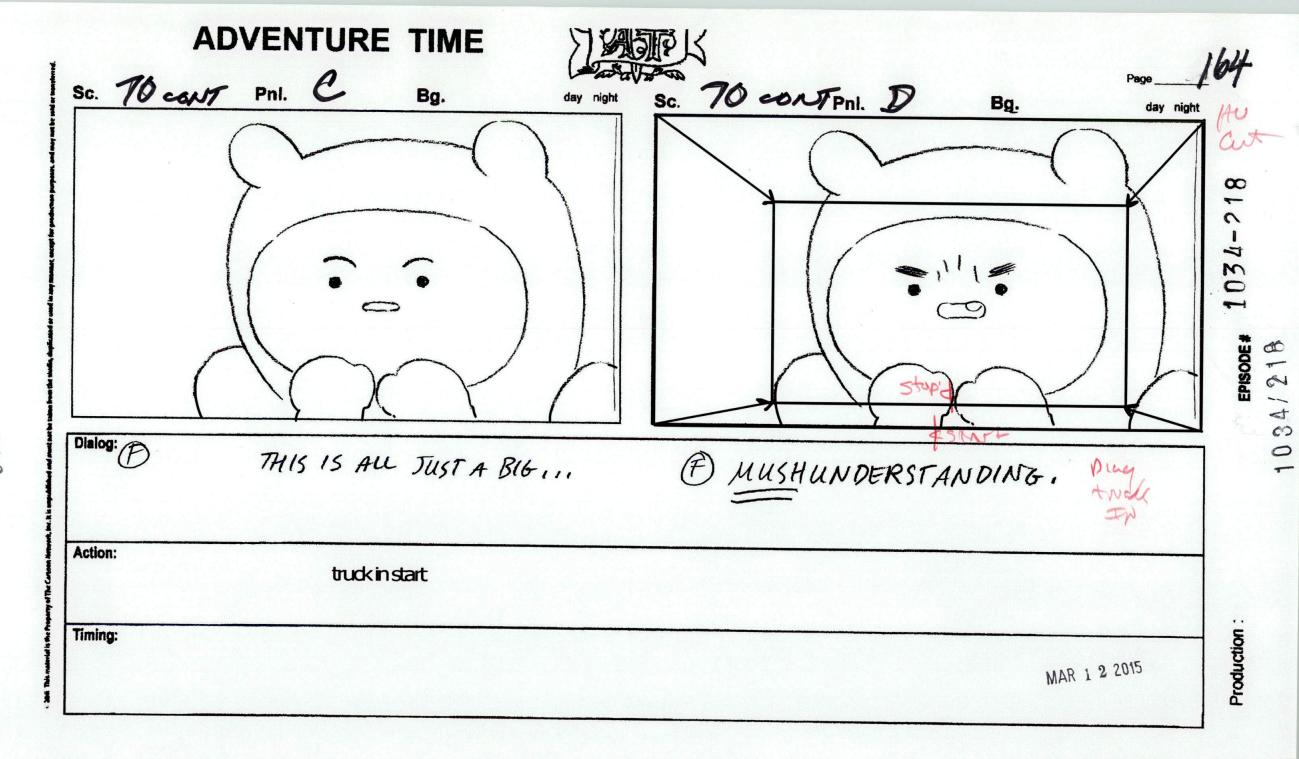




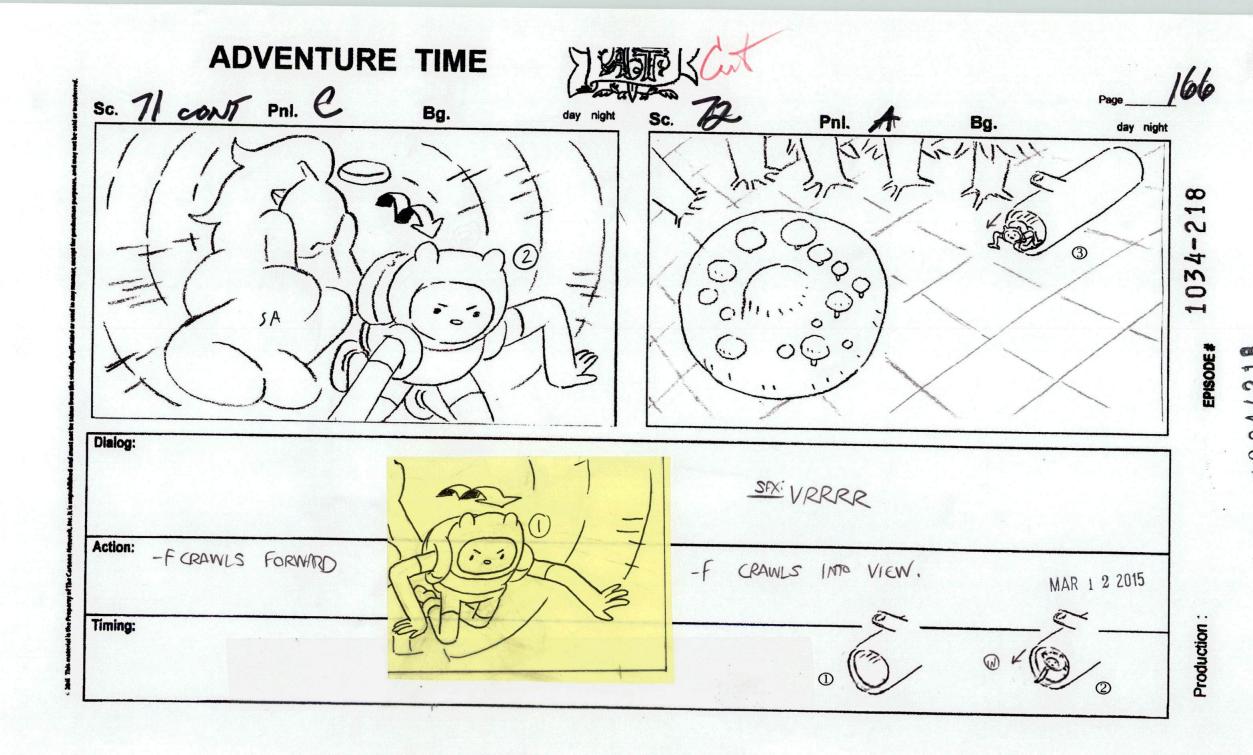
ADVENTURE TIME	THE PARTY OF THE P	以		14
sc. 69 cont Pnl. N Bg.	day night Sc	69 cent Pnl. 0'	Bg.	day night
		~		
		SA	) (17/53)	
			OW)	
Plalog: BHES STU OUT THERE,				
ction:				
-J. 'S HEAD COVERED IN MUSHRO	∞W?			
iming:				
			MAR 1 2 2015	2

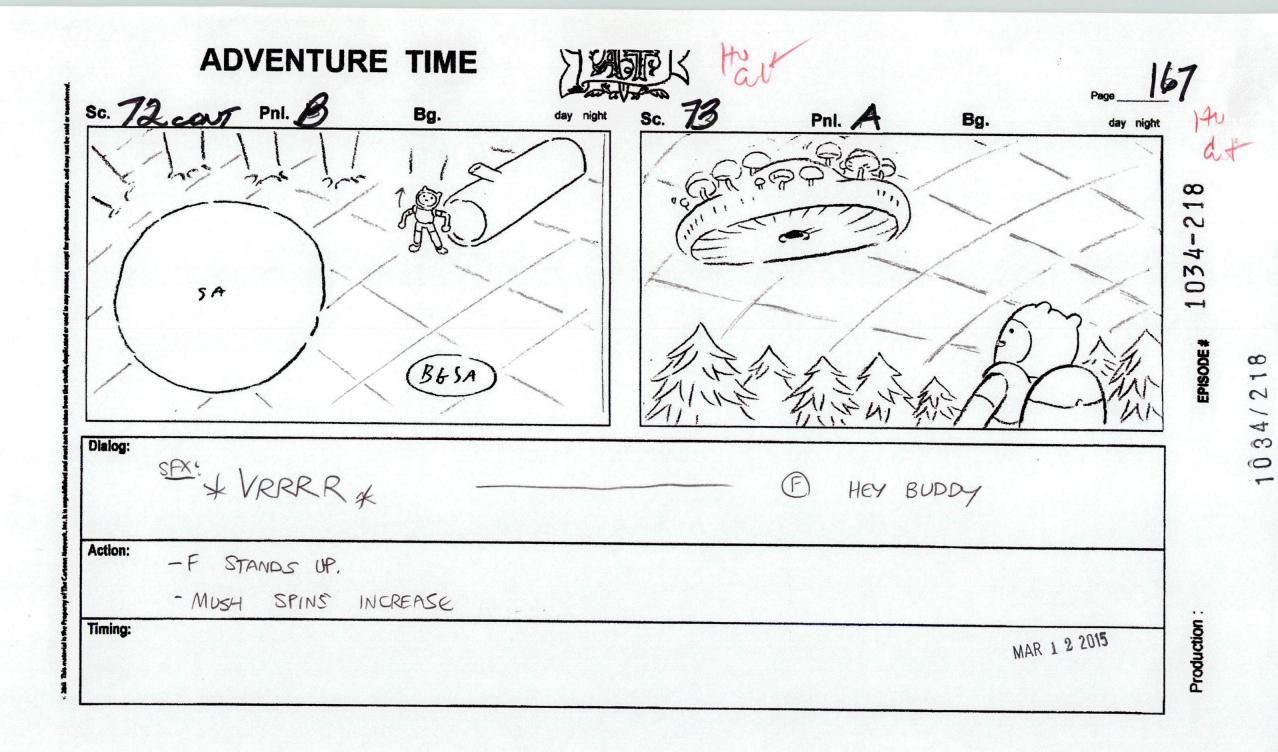


ADVENTURE TIME Sc. 70 Pnl. A Bg. day night	Sc. 70 conspnl. B Bg. day night
Dialog:  F I'M GONNA GO OUT THERE  AND TALK TO IT.  Action:  Timing:	E MAYBE IT CAN BE REASONED WITH,  MAR 1 2 2015



ADVENTU	JRE TIME		区		Page 165
Sc. 71 Pnl. A	Bg.	day night	Sc. 71 cont Pril B	Bg.	Page
Dialog:		**************************************	SA SA		1034-218
Action:					, we
				MAR 1	2 2012 gi





	ADVENTUR	E TIME	TURNE	配人				166
sc. 74	Pnl. A	Bg.	day night	sc. 74 car	T Pnl. B	Bg.	Page	
TO T	8000 8000		KY)	S/A			3 3	EPISODE# 1034-218
Dialog:			Sex	* VR	RR X			
Action:				SPIN	NING TOPS	SPEED UP		
Timing:							MAR 1 2 2015	Production:
								ا د

×	ADVENTURE	TIME		区			169
sc. 75	Pnl. A	Bg.	day night	Sc. 75 CONT Pol.	<b>B</b> Bg.	Pageday night	(h)
C.S.	2000 m			SS SA			034-218 g
253	20 3 . To 10	15 E	Jagur Jagur	<i>5</i>			EPISODE#
Dialog: É	WHOA - TIMES !			D WE'RE SORRY WE GOOFED		R,	
Action:		(M)	SP				<u></u>
Timing:		9/				MAR 1 2 2015	Production:

ADVENTURE TIME	190
Sc 76 Pol A Po 10 day siek a 7/ 11 15 P	day night 1034-218
Dialog: FIFTE S NO WAY OUR FAKE MUSHROOM LEVEL OF  Action:  Timing:	Production :

ADVENTURE TIME	) Janes K			,
Sc. 76 cont Pnl. C Bg.	day night Sc.	Pni.	Bg.	Page
S/A Siz				
Dialog: E BEAUTY & *				
Action:				
Timing:			MAR	1 8 5012

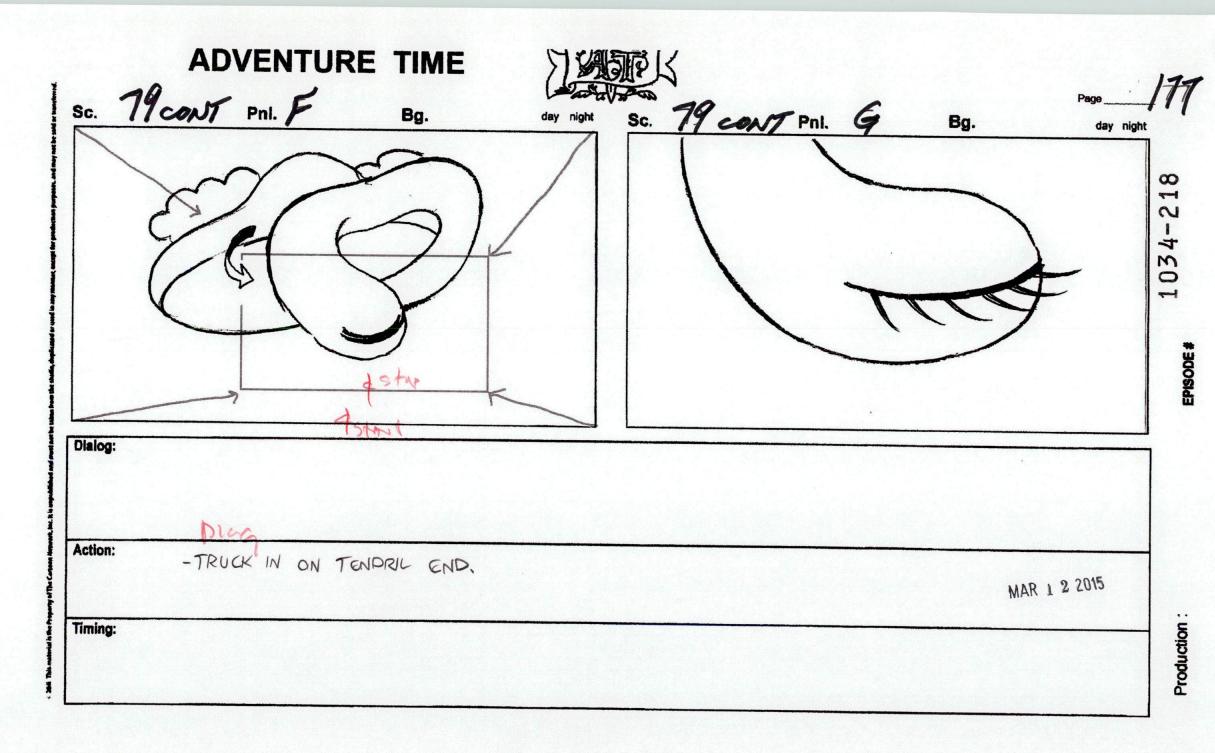
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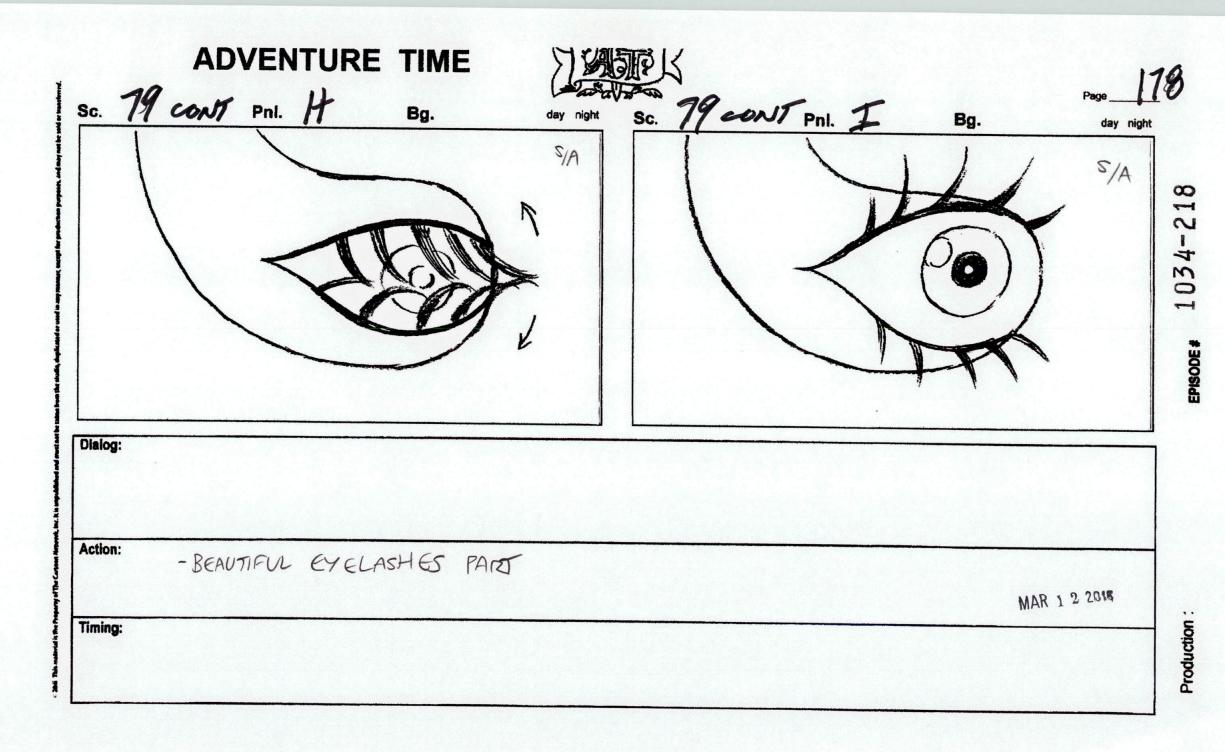
if the second se	ADVENTURE TIME	7 Marie K
Sc. 77		day night Sc. 77 cont Pnl. B Bg. day night  S/A  S/A  S/A  S/A  S/A  S/A  S/A  S/
Dialog:		SFX, *VV VRRR *
Action:		- SPINNING TOPS SLOW DOWN
		MAR 1 2 2015

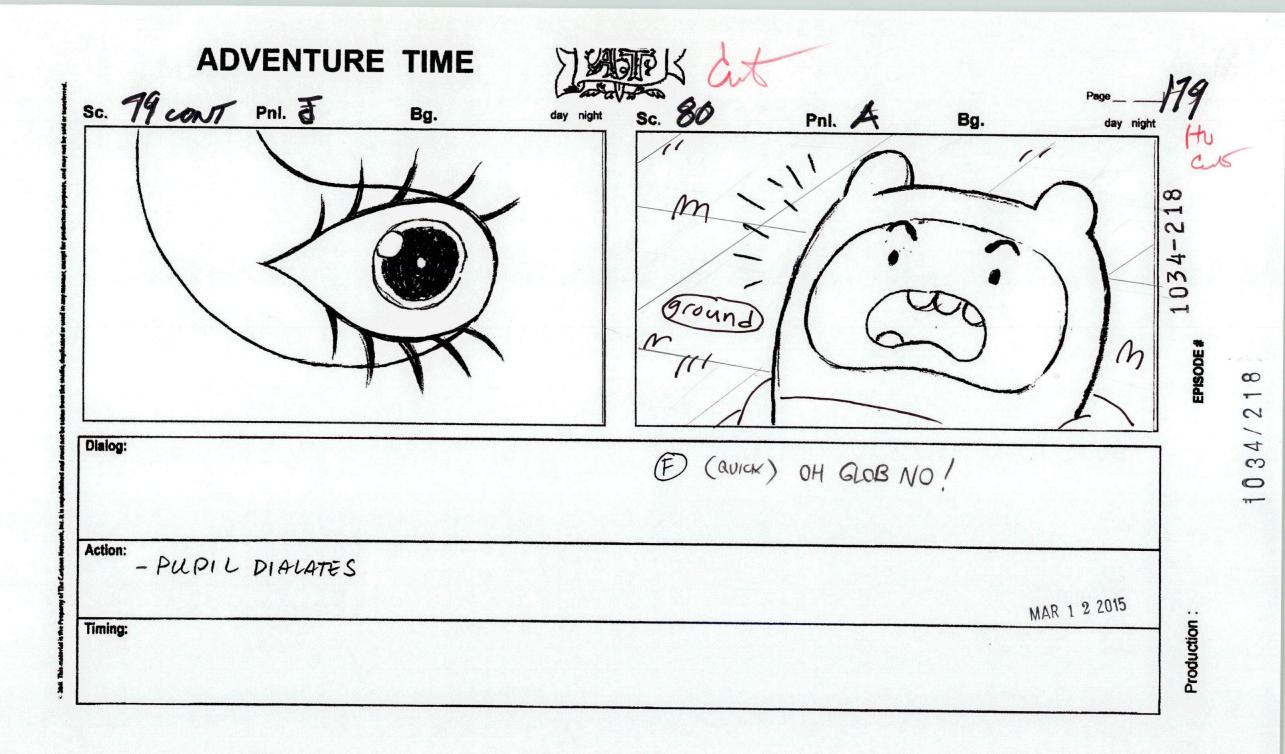
ADVENTURE TIME	7 Marek			Page
Sc. 78 Pnl. A Bg.	day night Sc.	18 caus Pnl. B	Bg.	day night
mm Electrical Marie Control of the C	m	aux I		
Dialog:	•	IT'S TRUE		
Action:				
Timing:			MAR	1 2 2015

ADVENTURE TIME	7 Mark (	in		174
Sc. 78 cont Pnl. C Bg.	day night Sc. 79	Pnl. A	Page Bg. day night	7.1
	S/A	MA A	SKY)	EPISODE# 1034-218
Dialog: (IN AWE) YOU'RE STUNNING.,				
Action:				
Timing:			MAR 1 2 2015	Production:

ADVENTURE TIME  Sc. 19 cant Pnl. B Bg.	ay night Sc. 79 can Pnl. E Bg. day night	17 810-1201
Dialog:	SFX: * SOKK *	1
Action: - MUSH TURNS A MAGENTA COLOR	- TENDRIL EMERGES	
Timing:	MAR 1 2 ZUIS	







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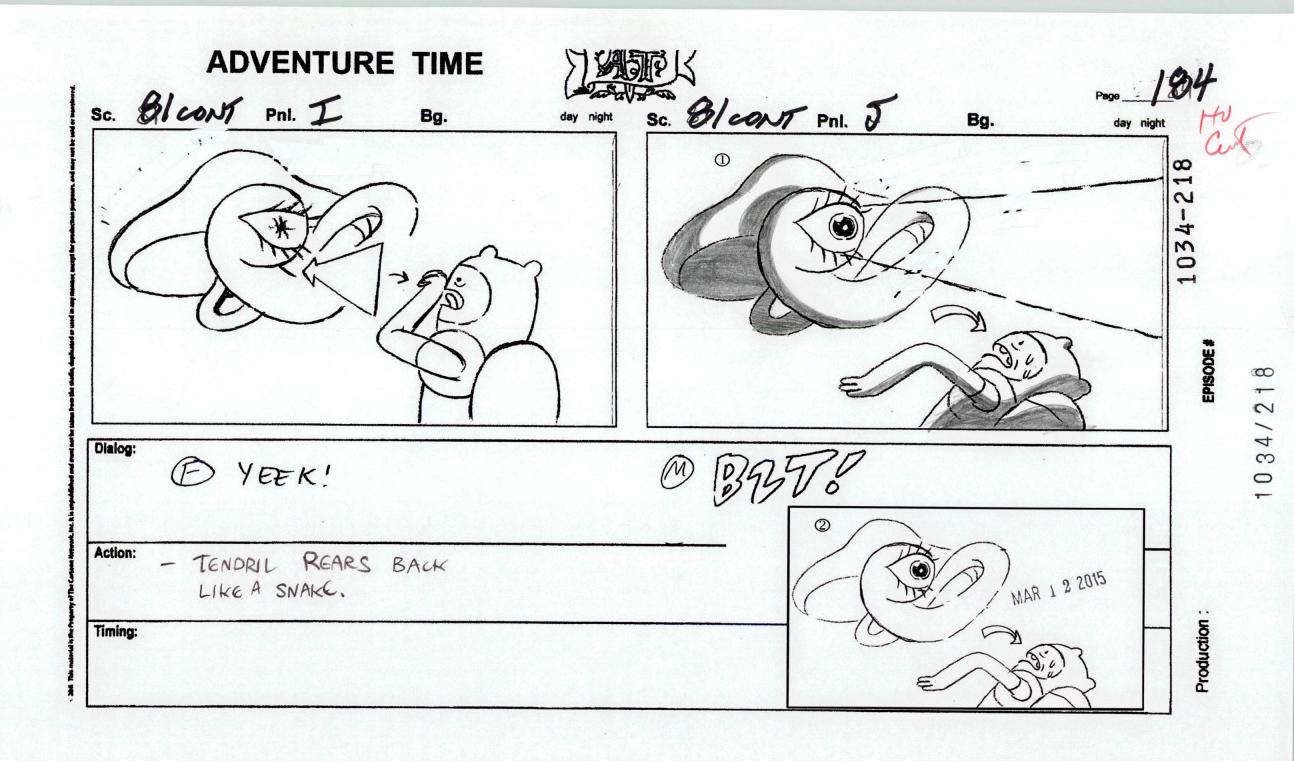
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Timing:

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MAR 1 2 2015

day night

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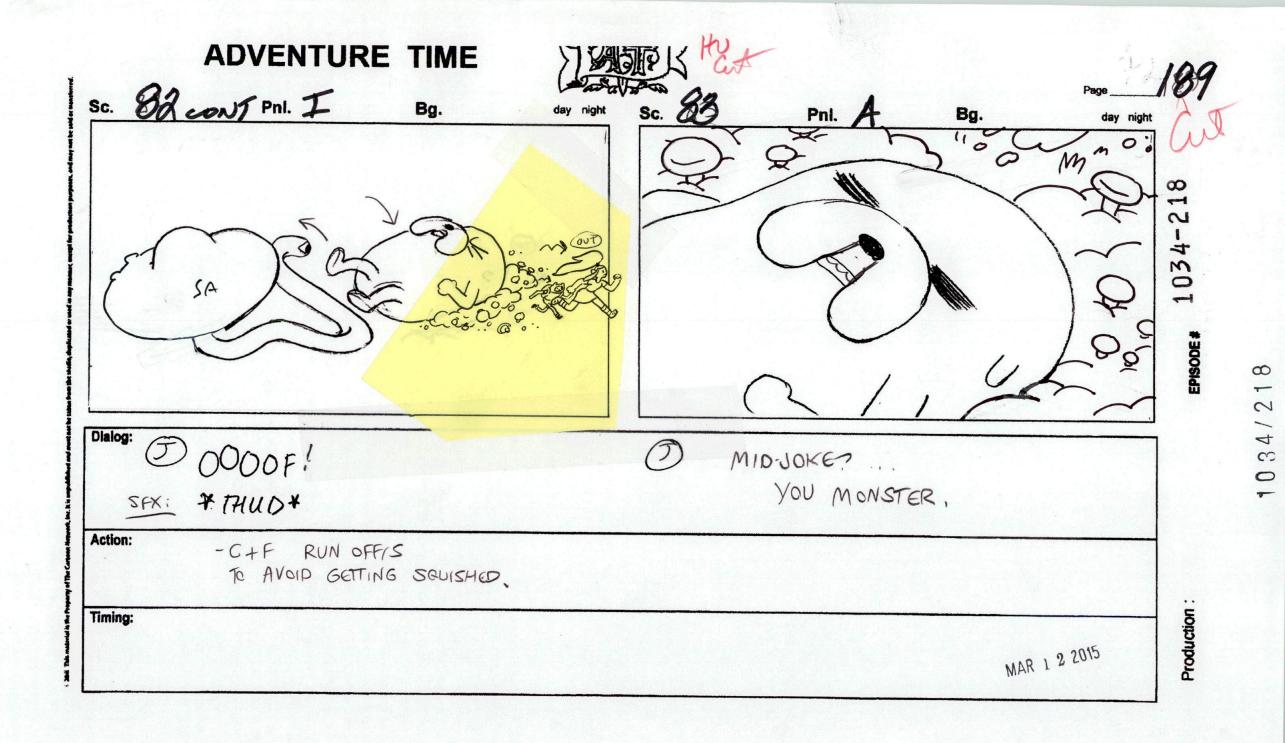
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MAR 1 2 2015

Sc. 82 CONT Pril. E Bg. day night	THE SC. BACONFOIL F Bg. day night	187
+	Sc. Cacooppil. Bg. day night	1034-218
TA PROPERTY OF THE PROPERTY OF	SA TILITIES TO THE PARTY OF THE	EPISODE# 10
Dialog:	DHEY NOW!	
Action: - LOG IS CONVERTED TO MUSHROOMS,	JAKE GROWS HUGE S/A	+
Timing:	MAR 1 2 2015	

4	ADVENTURE	TIME	TIEST !	刻				18
Sc. BJUA	M Pnl. G	Bg.	day night	sc. 83	CONTPR	. H	Bg.	Page
SA	+	7		Escal	SA		5) 2 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	
Dialog: 77	HAT WAS PUOR	<b>\</b>		D	"SPORE /	2 STMANS	SHIP - WHOOP	-
Action:	\$ 3° 3° 3° 3° 3° 3° 3° 3° 3° 3° 3° 3° 3°	- TENDR TRIPS	JAKE,		-C+F	RUN,	ç.	
Timing:	171	© 					MAR 1	2 2015



1034-218

EPISODE #

ADVENTURE TIME	入 <b>到</b> 源以
Sc. 84 Pnl. A Bg.	day night Sc. 84 cont Pnl. B Bg. day night
William May	Sky 5/A 5/A
Dialog:  M: Though often	M: referred to as
THE THOUGHT OFFICE	SFX: * FSH-FSH-FSH!*
Action:	-MORE TENDRILS EMERGE
Timing:	MAR 1 2 2015

ADVENTU	RE TIME	7	<b> 阿</b>			
sc. 85 Pnl. A	Bg.	day night	Sc. & SCONT	PnLB	Bg.	Page
41/2	1		(N)	$\rightarrow$	09	
1MM	5/1/4	W.X				
MINITER	SWIN !				30	
106 T	1		BG SA)			
kombu	cha is actually ma	ade				
ction:			-TENDRILS	SHOOT ON/S		
				KS BACK.	MAK 1	2 2015
liming:						

ADVENTURE T	IME ) ING	10000000000000000000000000000000000000	
Sc. 85 cont Pol. C	3g. day night	Sc. 85 content. D	Bg. Page day night
Dialog:	M: with bacteria	and yeast GACK!	
Action:		- C. GRABS T	ENORUS.  MAR 1 2 2015
Timing:			MINI

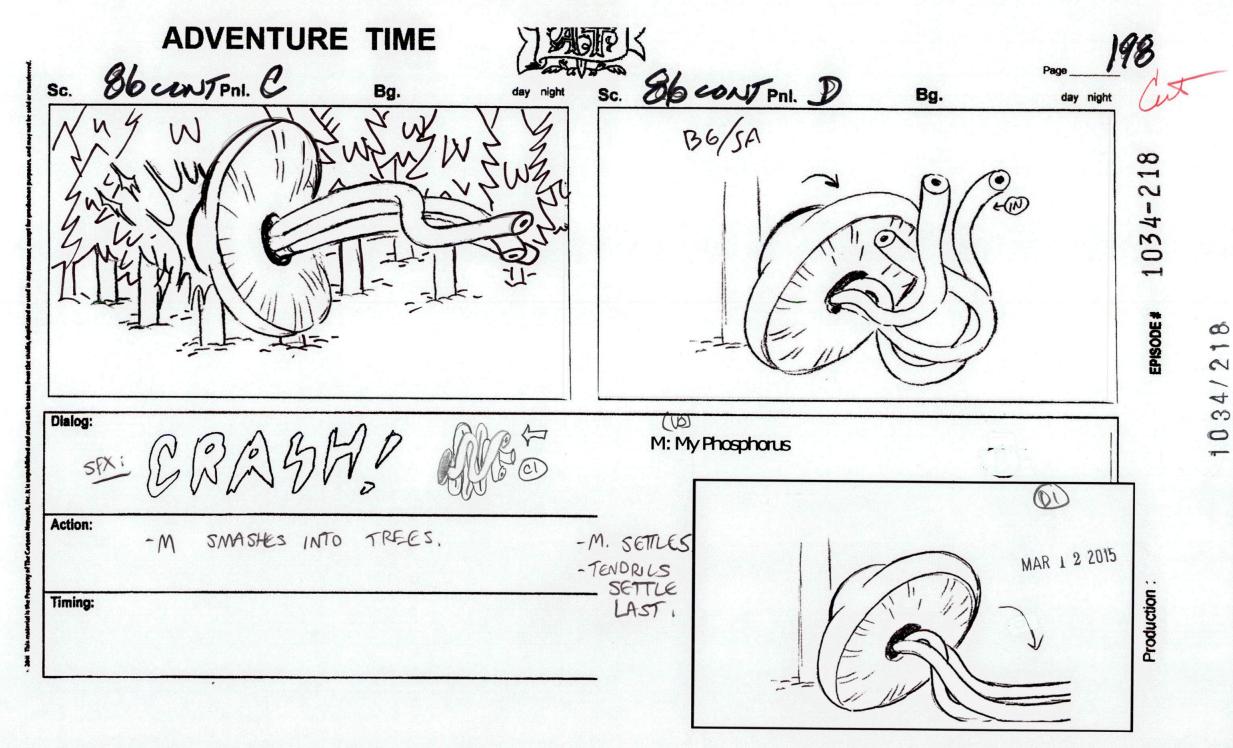
ADVE	NTURE TIME	THE TOTAL TO	ak S		1/
Sc. 85 cont Pol.	E Bg.	day night	G. 85 CONTPR	nl. F Bg.	Page
219		SIA	c. 85 contr		7
	A STORE S	9//	(200)		218
A FINE	JA THE		Endo	20	1034-
VAVA					-
			- Tac		
N-1			-	T Aut T	
Dialog:	C: yelir	ng	Coils		
Action:			770.		
iming:			- / Ru	uk out	MAR 1 2 2015

Production:

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ADVENTURE TIME	- AMOREK
Sc. 85 CONT Pril. I Bg.	day night Sc. 85 con/Pnl. J Bg. Page day night 90
0000=	∠ OUT
QQ =	
00:	
Dialog:  SFX: WHOOSH,	C: HYAH!
Action:	- C. THROWS M. OFF/S.  MAR 1 2 2015
Timing:	

ADVENTURE TIME	790000	19
Sc. 86 Pnl. A Bg.	day night Sc. 86 cont Pnl. 8	Bg. day night
Dialog:  Action:  Timing:	-M. FLIES ONIS	MAR 1 2 2015

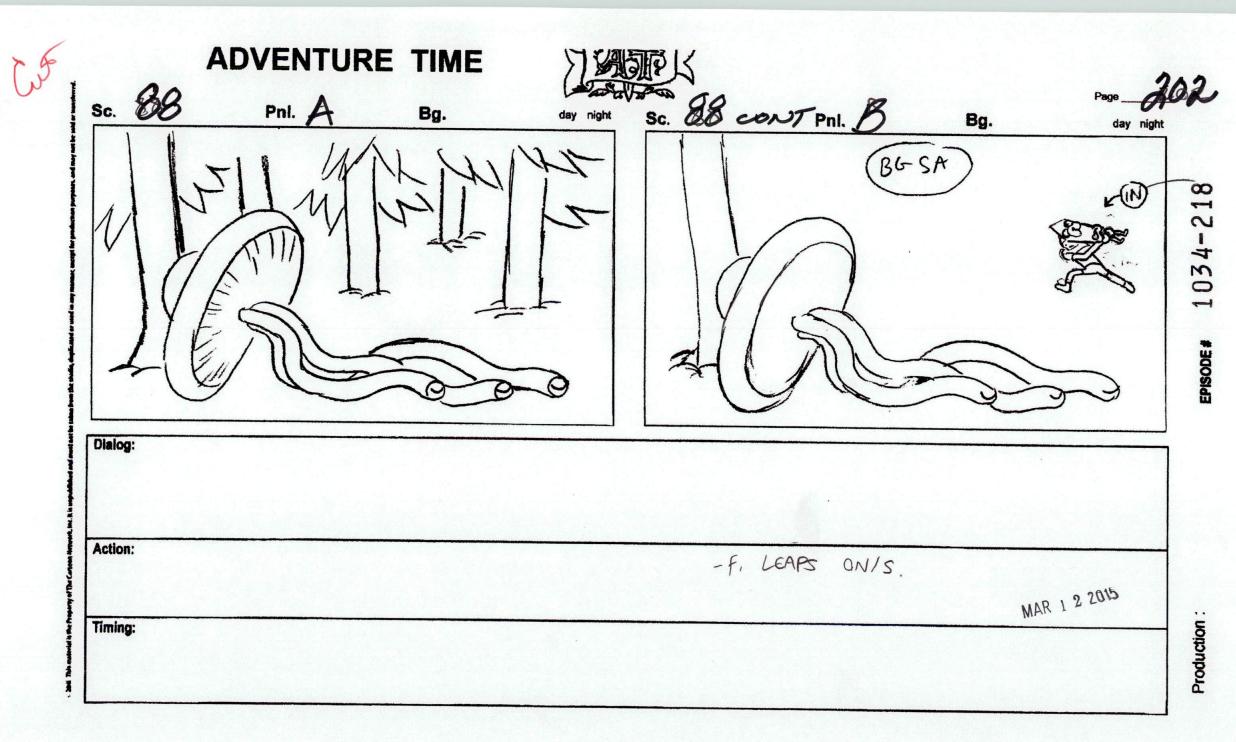


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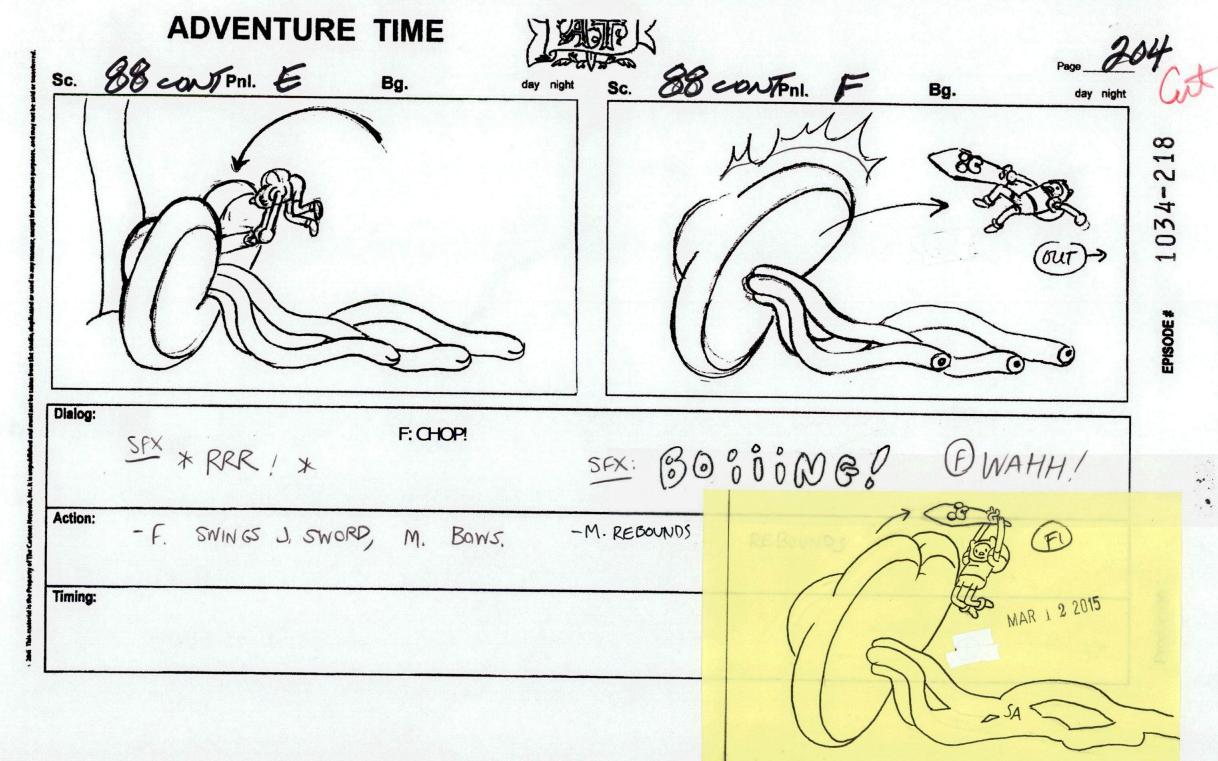
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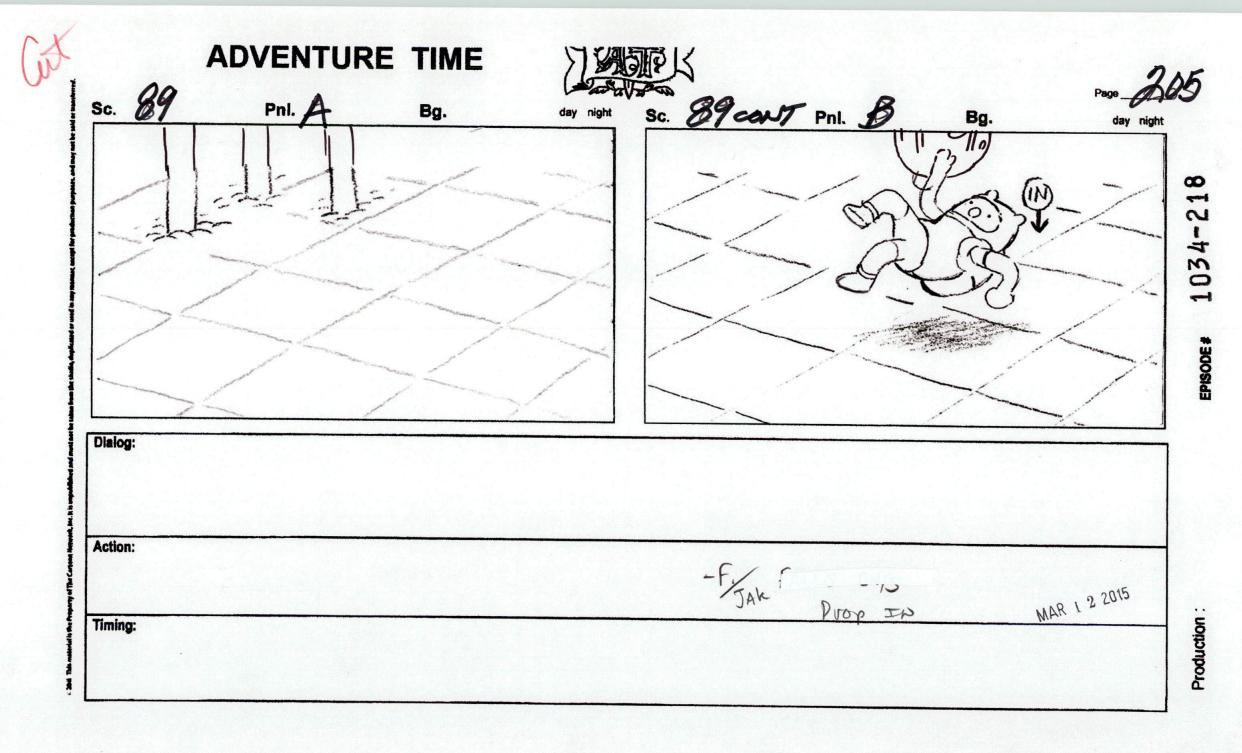
ADVENTURE	TIME	一個個個人	\$			0 81	
Sc. 87 cont Pril. E	Bg.	day night Sc.	87 control	F	Bg.	Page	1x
			100	Jan	Sur P		EPISODE# TO74-C10
Dialog:  EHYYY —		Ê	DHYUP!				
Action:			- F. LEAPS OF	F/S.	MAR 1	2 2015	
Timing:					W.V.		AUCUCAI .
Timing:							Droduntion .



Sc. 88 CONT PR	NTURE TIME	day night	Sc. 88 cantent. D	Page
				-2- day 1115
			14/	0
401		3	40M	
Dialog:				
	E	MUSHROOM		
Action:				
				MAR 1 2 2015
Timing:				
	<del></del>			

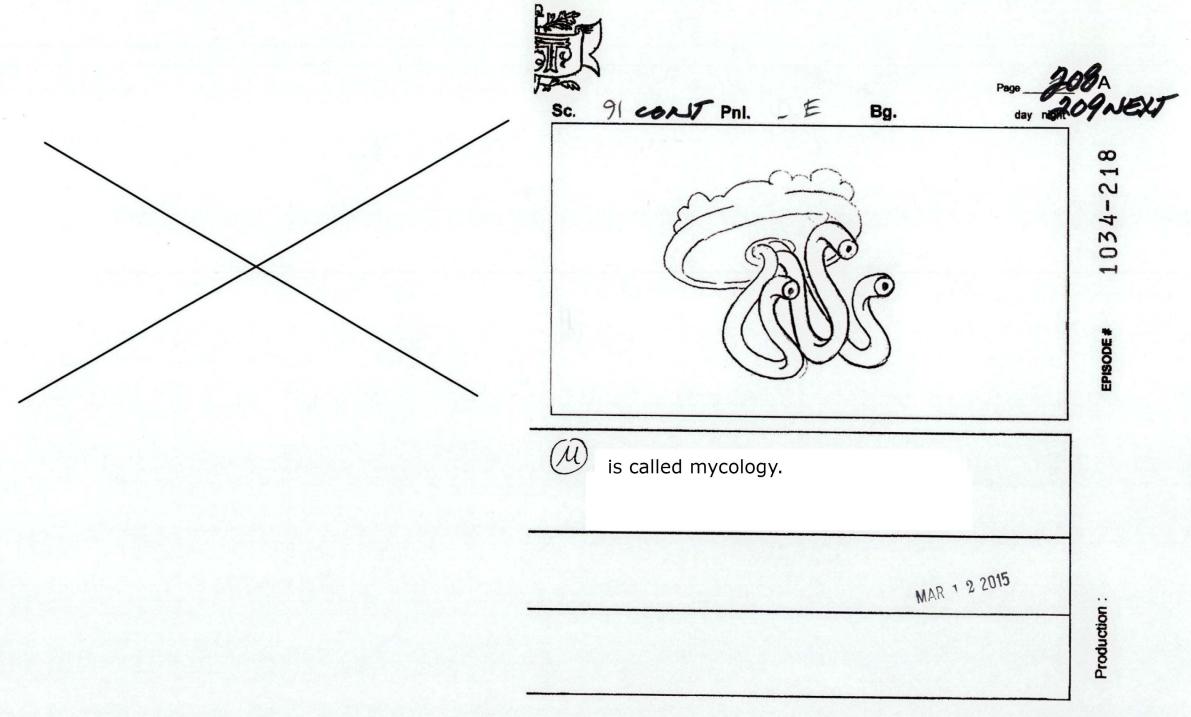
Production:





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5	ADVENTURE T	IME )	源以		
Sc. 91	Pnl. A	day night	Sc. 91 CONT Pnl. B	Bg. day night	7,021, 010
Statoy.			M: The branch of biology -		
Action:			-M. RISES	MAR 1 2 2015	
Timing:				MAR 1 2	Production



ADVENTURE TIME	) Japan Kot		209
Sc. 91 CONT Pnl. F Bg.	day night Sc. 92	Pnl. A Bg	Page day night
The state of the s			1034-218
SPX: PAPPORAPO			
Action:			
Timing:			MAR 1 2 2015

ADVENTURE TIME	) Jana K	210	
Sc. 92 cont Pnl. B Bg.	day night Sc. 92 CONT Pnl. C Bg.	Page day night	
West of the second of the seco		8	
BOSA SOSA	E S P P P P P P P P P P P P P P P P P P	3	
SFX: BB BB TO	B, UGHH		
Action:	- F, J COMPLETELY COVERED IN MUSHROOMS		
liming:	N	IAR 1 2 2015	

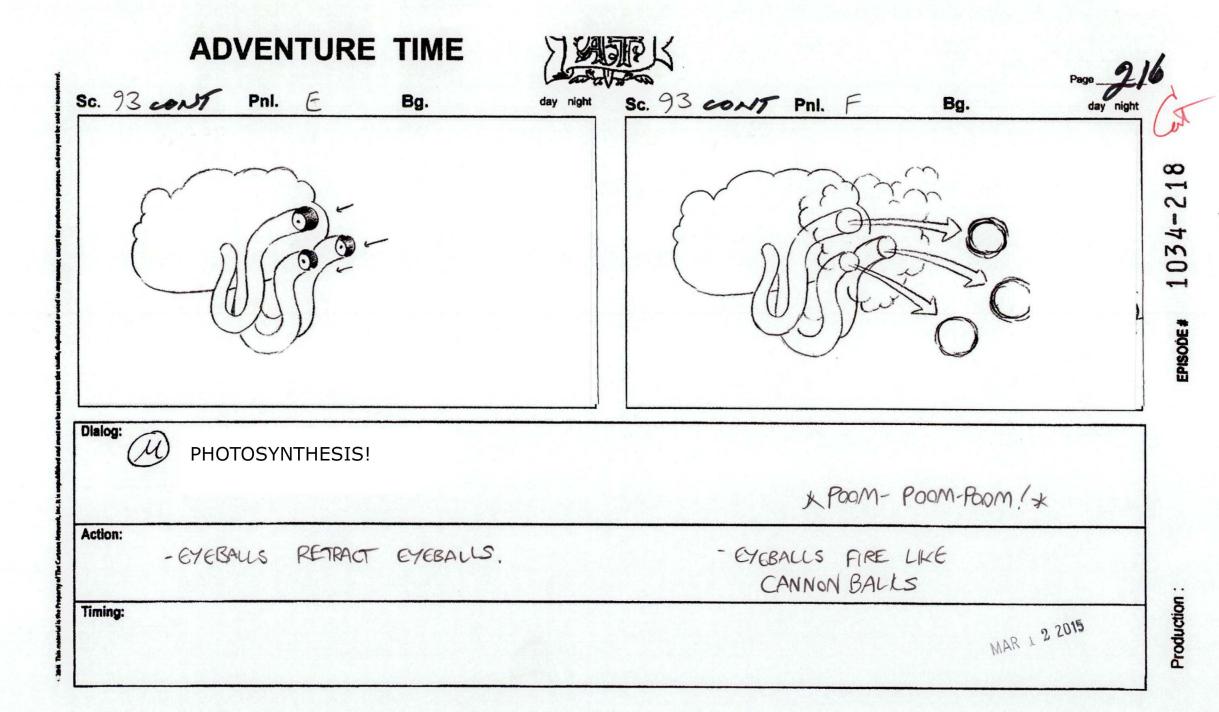
1034

	ADVENTURE TIME	) January	219	3
Sc. 92	OUT TOURS	day night Sc. 92 can't Pnl. I	Bg. day night	EPISODE# 1034-218
Dialog:		M: (v/o) Since		103
Timing:	-C. STRAIGHTENS UP	- C. WALKS OFF	MAR 1 2 2015	Production :
<u></u>			MAR 1 2	Prod

ADVE	NTURE TIME		EK			911	4
Sc. 93 Pn	ol. A Bg.	day night S	c. 93 -ONT	Pnl. B	Bg.	Pageday night	^
				6			<b>&amp;</b>
Real of the			8 Carro	(A)	€.		27
(5)	9)		965		0 1		1034-
(0)		Sky	2016	( ) ( ) ( ) ( ) ( ) ( ) ( ) ( ) ( ) ( )		(Sky)	1(
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	是公司	With the	I WENT	多多多	の変し	in in	i
Dialog:			SFX: VRRRR X				
		(00)		(RI)			
Action:	M: mushrooms cont	ain no chiorophyli		09	7.1	0	
Action.	- MOT	RE CAPS FLY TO MUS	HRoom 9		6	0 60 7	
				1	MAR 1 2 2015		
Timing:				OFFE	O ( )	Sky)	Production :
			O Z	NEW EN	The state of the s		Produ
				L 5/2 NAN	200	or for	

ADVENTURE TIME	) James K			2
Sc. 93 OONT Pnl. C Bg.	day night Sc.	93 CONT Pol. D	Bg. day n	night
668 85W				
		EMOO		
		1		
Dialog: (UU) they are unable to make	(u) t	their own food through		'   
		Managara and a control of the contro		
Action: - MUSHROOM grows bigger				
Timing:			MAR 1 2 2015	

Production:

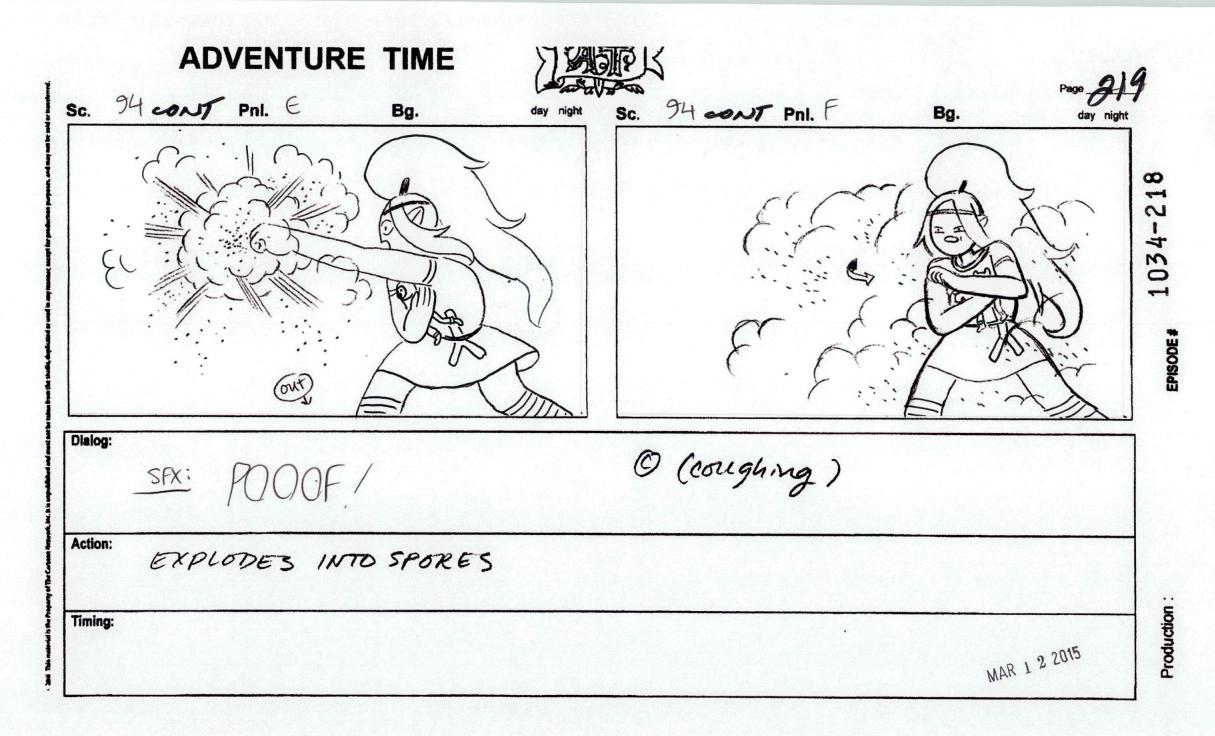


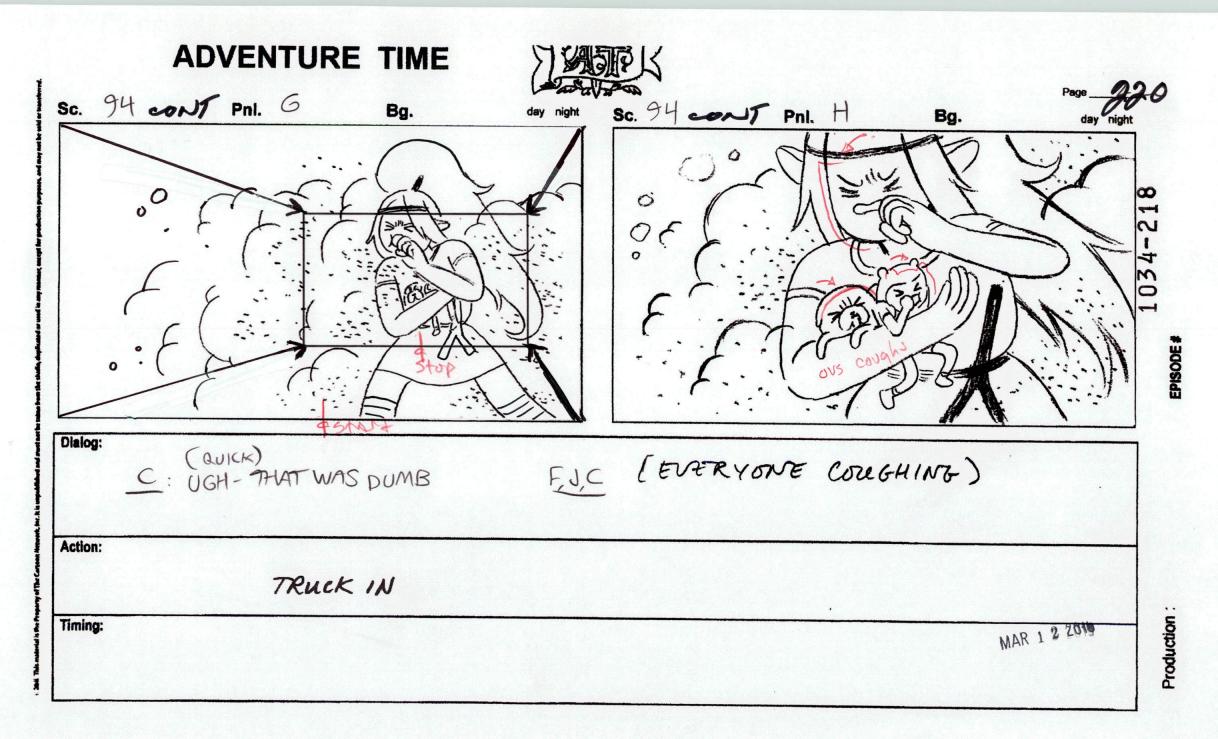
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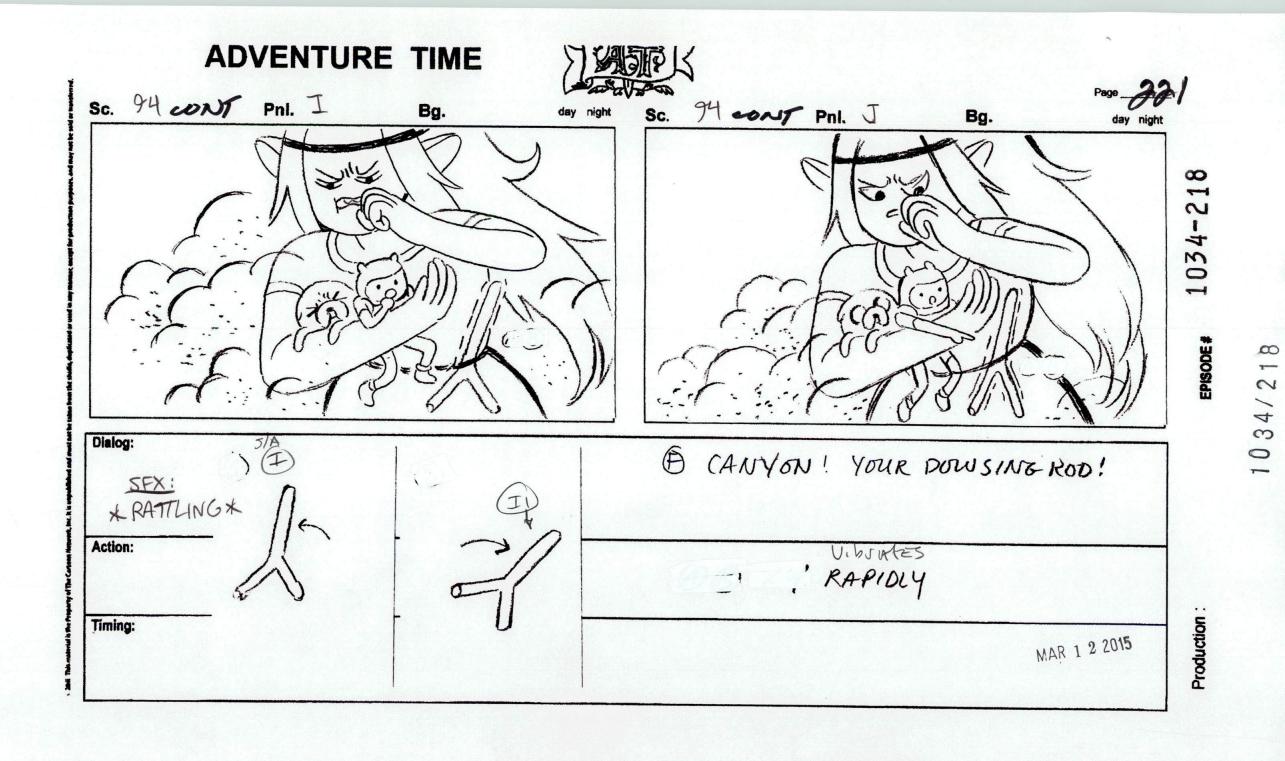
Production:

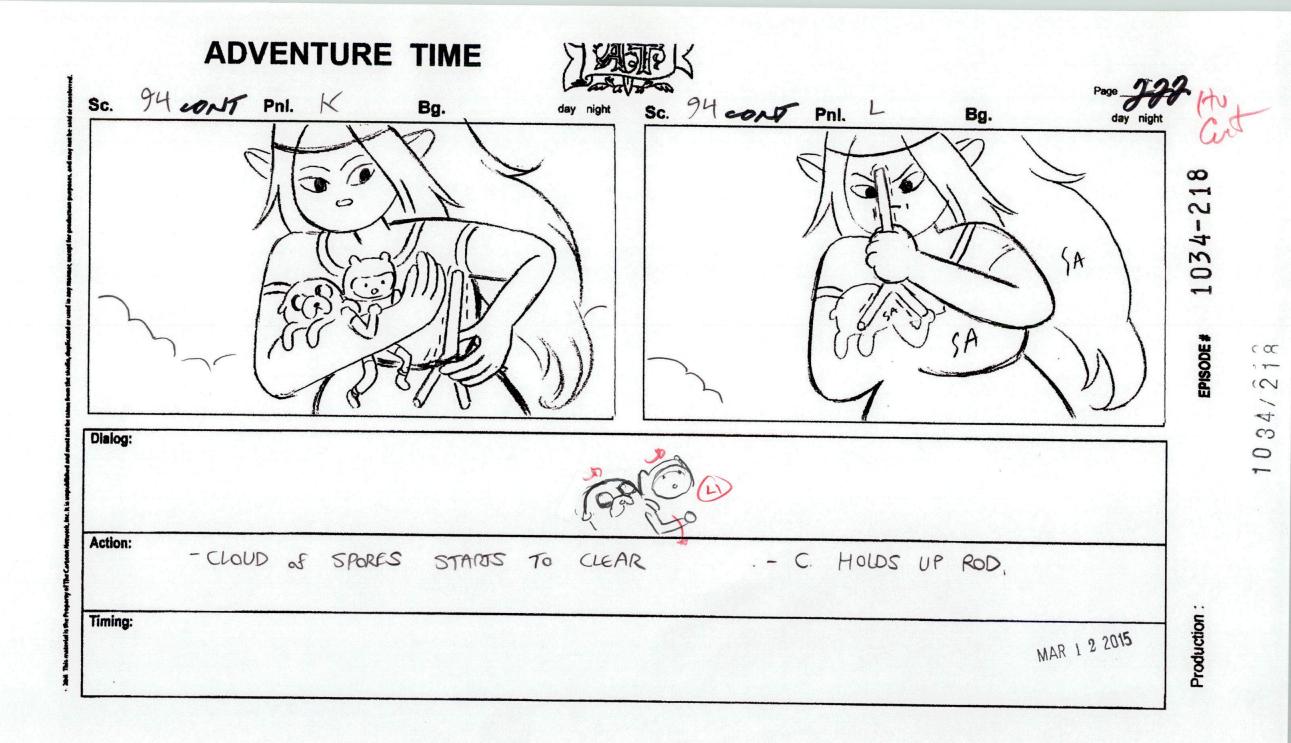
**ADVENTURE TIME** Sc. 94 Pnl. 94 con/Pnl. B Bg. Bg. B6/SA 2 1034-Dialog: SAX: FYEEEEEW! [GASP] Action: · EYEBALLS SHOOT Timing: MAR 1 2 2015

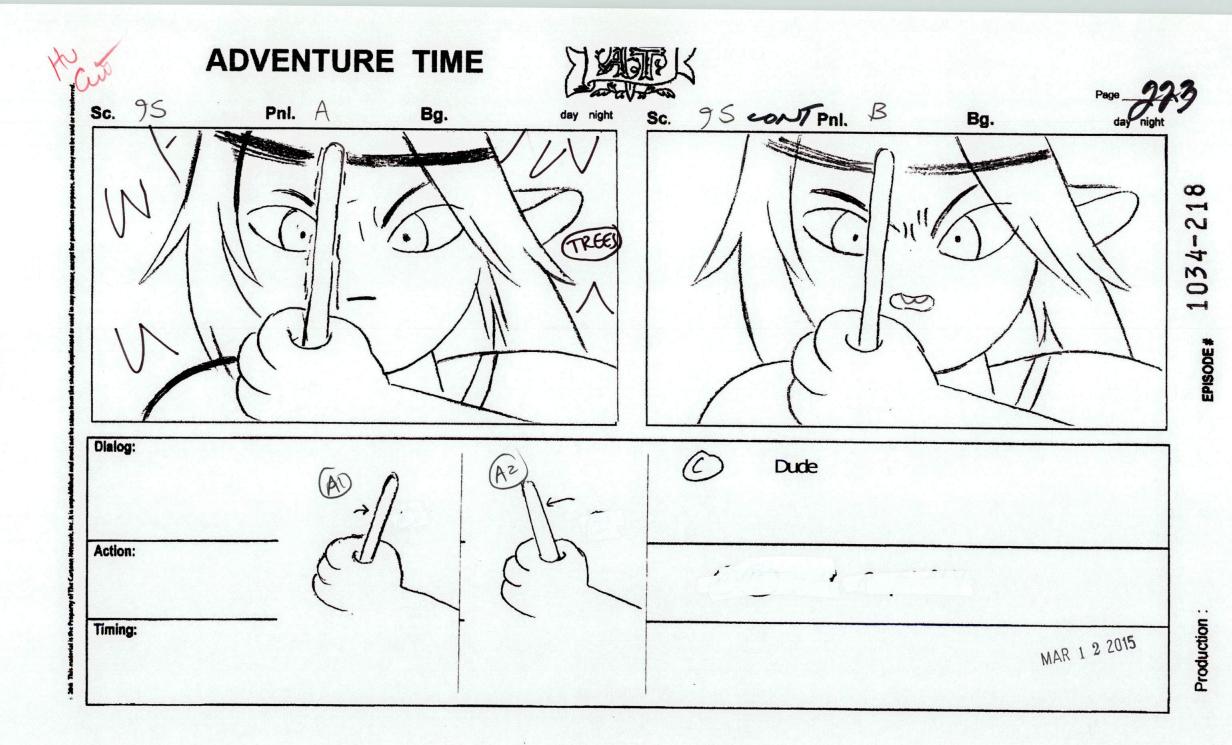
A	OVENTURE	TIME		欧			914	8
Sc. 94 cons	Pni. C	Bg.	day night	Sc. 94 CONT PN	ıl. D	Bg.	Page 218 day night	
					O			EPISODE# 1034-218
Dialog:	•							
Action:		•		- C. PUNC	HES EYEB	ALLS.		
Timing:						Wb	AR 1 2 2015	Production:













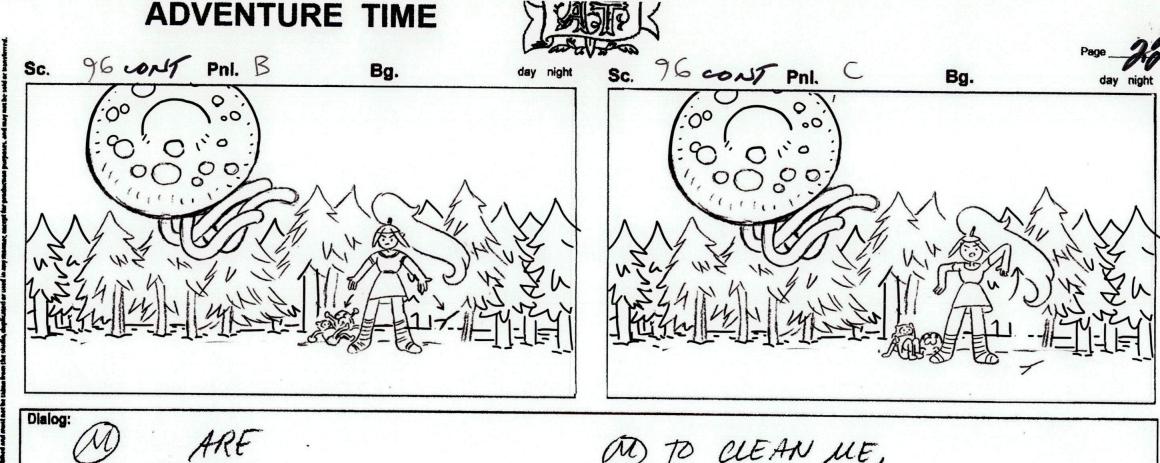
Action:

M: MUSHROOMS

M: MUSHROOMS

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1034-



Action:

- C DROPS F, J + DOWSING ROD

Timing:

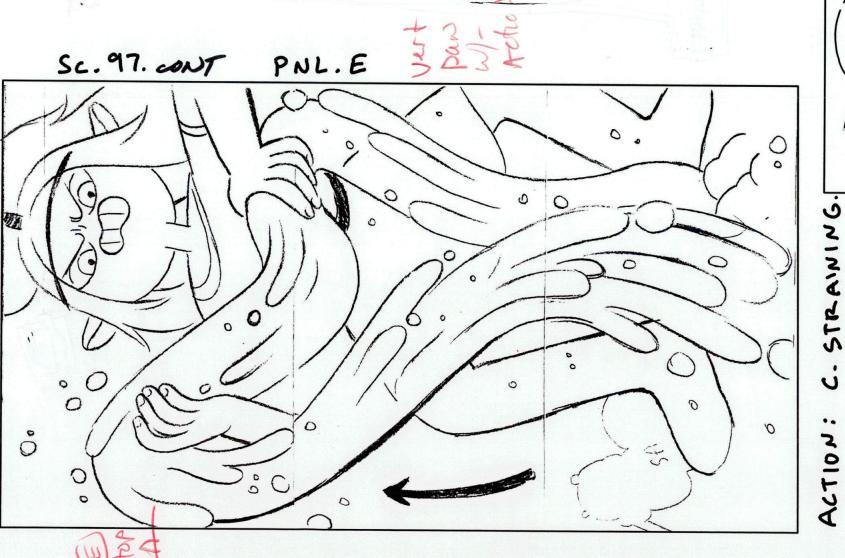
MAR 1 2 2015

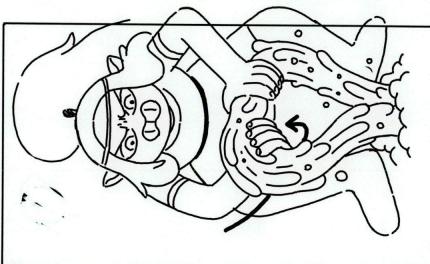
ADVENTURE TIME	7 Marie K	000
SC. 97 CONT Pril. B Bg.	day night Sc. 97 cont Pnl. C Bg. day no control of the second of the sec	7 / 2/2/8
SFX; SPSHH X	F+D0000H!!!	
Action:	- WATER GUSHING OUT   MAR 1 2 2015	5
Timing:	ACO CO	

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MAR 1 2 2015

1034-218

ADVENTURE TIME	TIME	源以党士				221
Sc. 97 CONT Pol. F Bg.	day night	Sc. 98	Pnl.	A	Bg.	Page day night
Dialog: © HYAAAAHHHIII				Control of the second of the s		
Action: Timing:						MAR 1 2 2015

ADV	ENTURE	TIME	TUR	欧			12
Sc. 98 CONT 1	Pnl. B	Bg.	day night	5c. 98 con1	Pnl. C	Bg.	Page day night
BGSA BGSA		(8-		0 000			
Action:			CYC	e 1			
Timing:						MAM	1 2 2015

EPISODE#

Sc. 100	Pni. A	Bg.	day night S	c. 100 cont	Pnl. B	Bg.	Page 234 day night
My Color							
Dialog:	MY CHROMAI AN BE USED TO	PHORES DYE WOOL					*
							1 2 2015
Timing:						MAR	1 2 2015

	ADVENTUR	E TIME	TIME	配人		236
Sc.	100 cont Pni. C	Bg.	day night	Sc. 100 cont Pnl.	D Bg.	day night
						1034-218
Dialog	: (Iv)			0.		EPISODE #
	Cont			(C) WATER	SWORD!	
Action				- C. SWINGS SP	PRING FORWARD LIK	
Timing			1			Production Broduction

EPISODE #

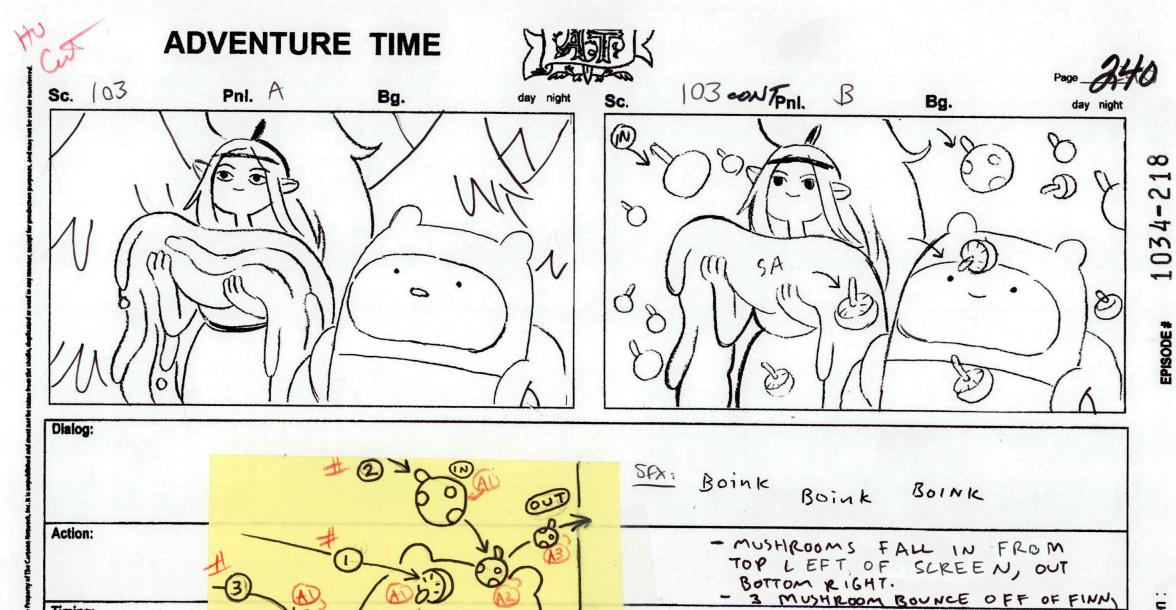
•	ADVENTURE	TIME		遞入				. 02
Sc. 101	Pnl. A	Bg.	day night	Sc. 10	can'T Pnl.	B	Bg.	Page
(SXY) 0		0000	°°	1000000	in the second se	TO THE PARTY OF TH		
Dialog:	BBBS	CHO CHO	other natural fibe	ers				
Action:				- wa	ater passes	through	n M,	
Timing:						·	. 1	MAR 1 2 2015

Production:

c. 102	Pnl. A	E TIME  Bg.	day night Sr	102 continues	Bg.	Page 239 day night
Q	2,44 9 8 9 9 9 9 9 9 9 9 9 9 9 9 9 9 9 9 9		A JULIAN TO THE PARTY OF THE PA	00 K	→ 0000 → 0000 → 0000	
Maria Maria	~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~	Mary Control	(JAKE)	a 2 0 0 8 8 8	000	EPISODE #
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Timing:

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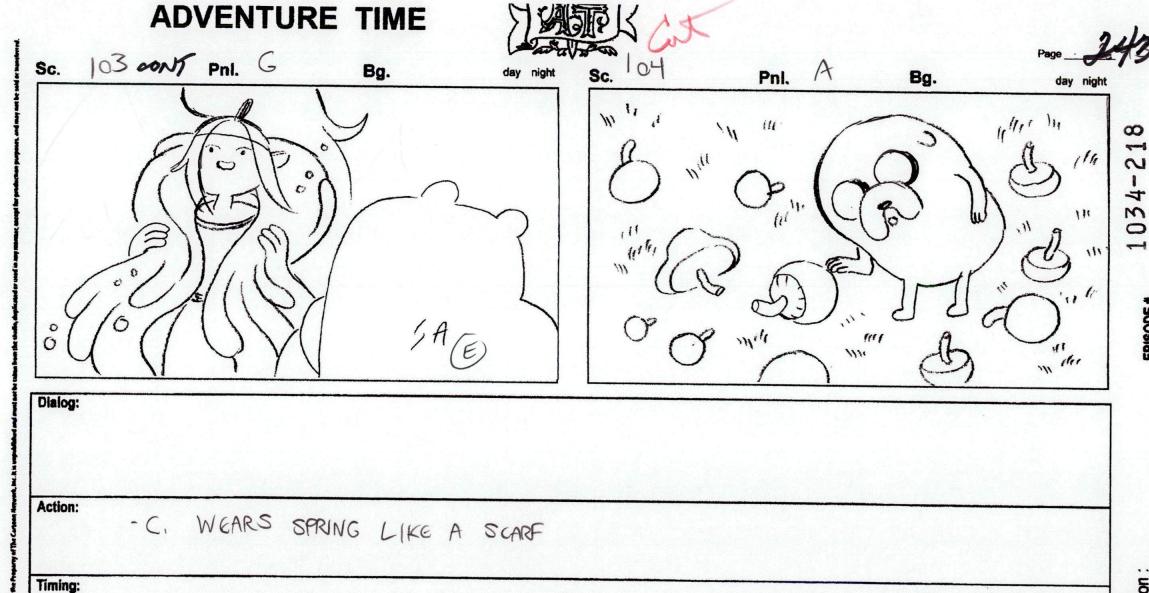
MAR 1 2 2015

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Production:

	ADVENTUR	E TIME		遞以					24
Sc.	103 cont Pal. E	Bg.	day night	Sc.	Beart	Pnl.	Bg.		day night
								SA CO	7
Dialog	MAY WE ME	TAGAIN	1	0	IN YOUR	NEXT IN	N CARNATI	lon	
Action									
Timing								MAR 122	015

EPISODE #

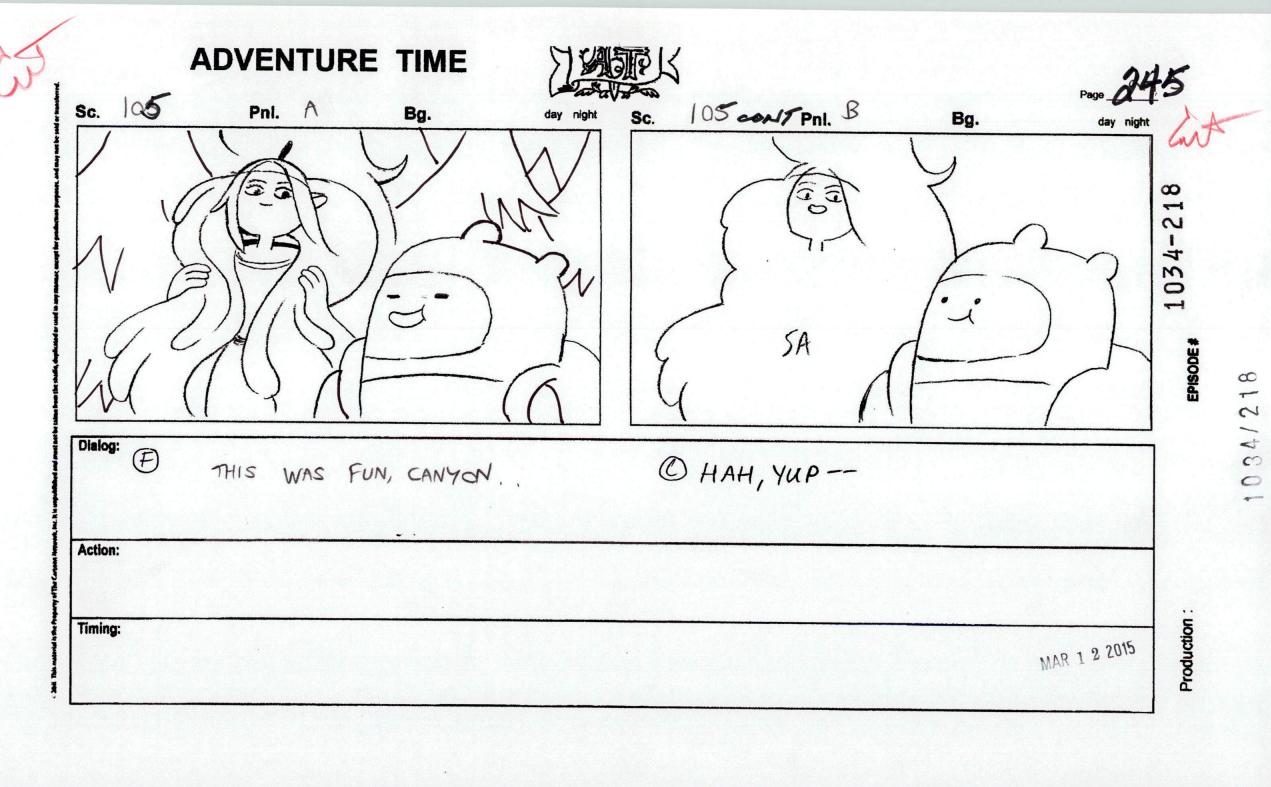


MAR 1 2 2015

ADVENTURE TIME	7 Marie K
Sc. 104 CONT Pnl. B Bg.	day night Sc. 104 CONT Pnl. C Bg. day night
BG-SA)	
Dialog: MUSHROOM SQUEEEEK	D HEE-HEF. CULLUTE.
Action:	
Timing:	MAR 1 2 2015

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Production:

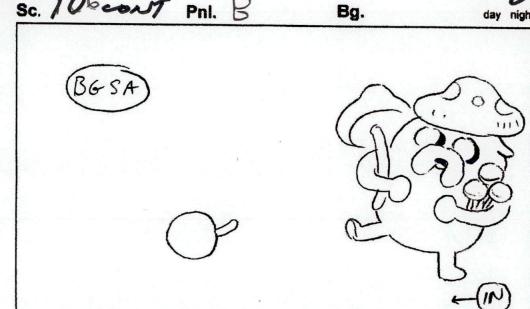


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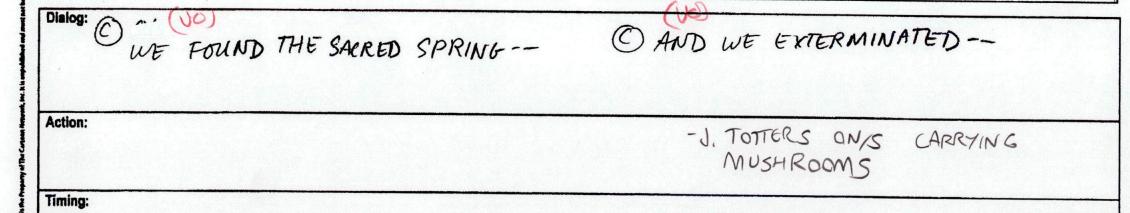
Production:







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1111 1111 1111 1111 1111 1111 1111 1111 1111	" Y " " " " " " " " " " " " " " " " " "	6	<b>(3)</b>
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MAR 1 2 2015

ADVENTURE TIME	7 Miller K	24
Sc. 106 cont Pnl. C Bg.	day night Sc.   06 cont Pnl. D Bg	Page day night
Dialog: O THE FLYING MUSHROOM INFESTATION	O MISSION COMPLETE	!
Action:		
Timing:		MAR 1 2 2015

ADVENTURE TIME	力が多く		<b>81</b>
Sc. 106 cont Pnl. E Bg.	day night Sc. 07	Pni. A Bg.	Page day night
			N. W.
Dialog:	6 HA HA	YEAH!	
Action:			
Timing:		MAR	1 2 2015

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1034 -

Production:

Sc. 107 const Pnl. D Bg.	day night Sc.	Post Pnl.	Bg.	Page
Dialog:				
Action:			MAR 1 2	2015

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121	C	S
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ريان	Report	<b>ADVENTU</b>	RE TIME
<b>V</b>	Sc.  07	8 Pnl. A	Bg.
	Tolla!	7.7	10 June

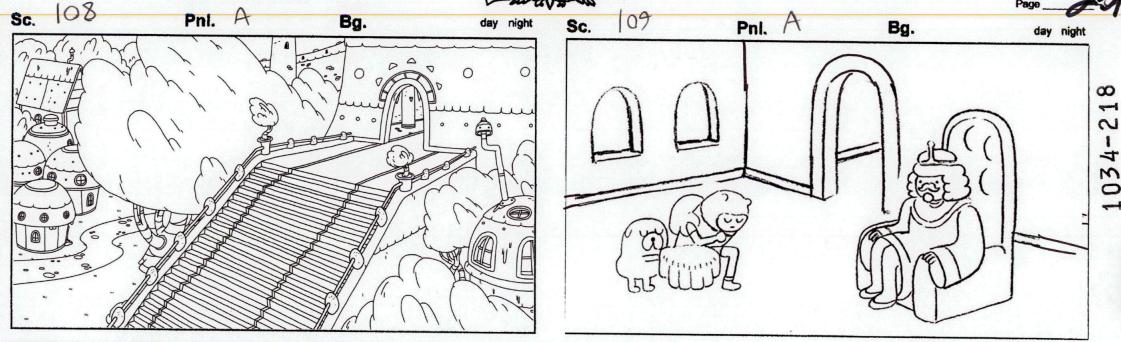




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103



Dialog:	KOO: (0/s) LET'S SEE IT,	
Action:	LET'S SEE IT,	
Timing:		MAR 1 2 2015

1034/218

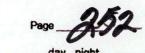
Production:

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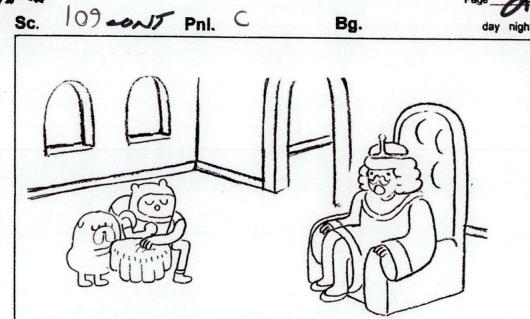
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## **ADVENTURE TIME**





Sc. 109 cont Pnl. B Bg. day night





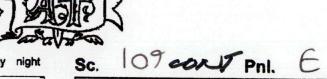
PLYING MUSPIKOBYN 1,1,50	Action:	MUSHROOM AY WE PRESENT,, AN ADVANCED
TO TAID DUILITIES AT ANY	Dialog: F FAIR PRINTESS OF 000,	FLYING MUSHRUOYM SO INSTEAD MAY WE PRESENT ANADVANCED

Timing:

MAR 1 2 2015

## **ADVENTURE TIME** 109 cont Pni. D Bg.





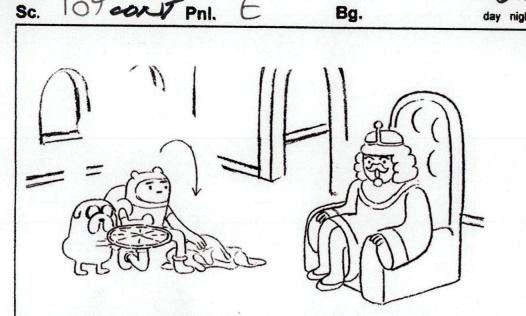


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EPISODE #

Production:





Dialog:	PIZZA! *G45P*	SPX: LFWOOF X
Action:		
Timing:		MAR 1 2 2015

that	ADVENTURE	TIME		順人			06	4
Sc. 110	Pnl. A	Bg.	day night	Sc. 110 cont	Pnl. B	Bg.	Pageday night	27
"		10 (0) (0) (0) (0) (0) (0) (0) (0) (0) (0				SA		1034-218
Dialog:				DIT'S NOT	AS YOU	OR DERED	, M'UEGE	
Action:								
Timing:						NAM	1 2 2015	Production :

## **ADVENTURE TIME** Sc. 10 cont Pnl. Bg. Pnl. A Sc. / / Bg. ALL Up clothe ste 3 BUT THIS PIZZA CAN PROBABLY

DIAIOG: DELIEVE HARD ENOUGH.

Action:

Timing:

day night

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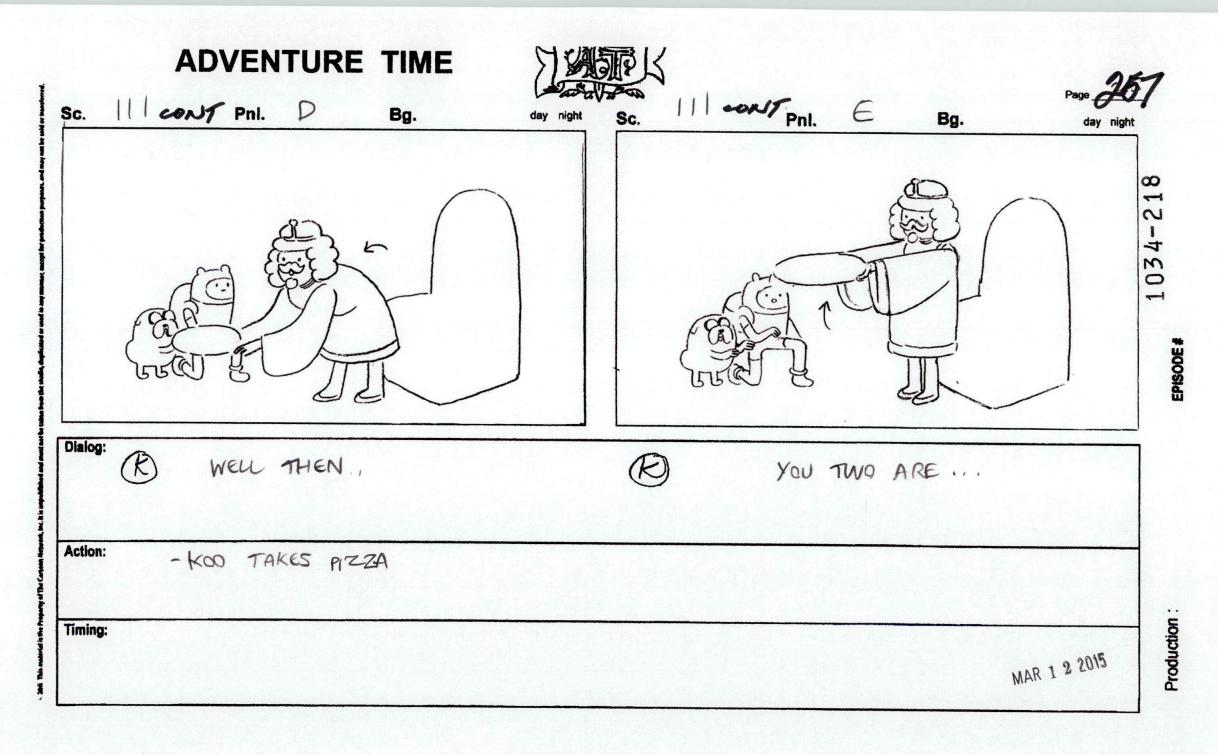
1034-21

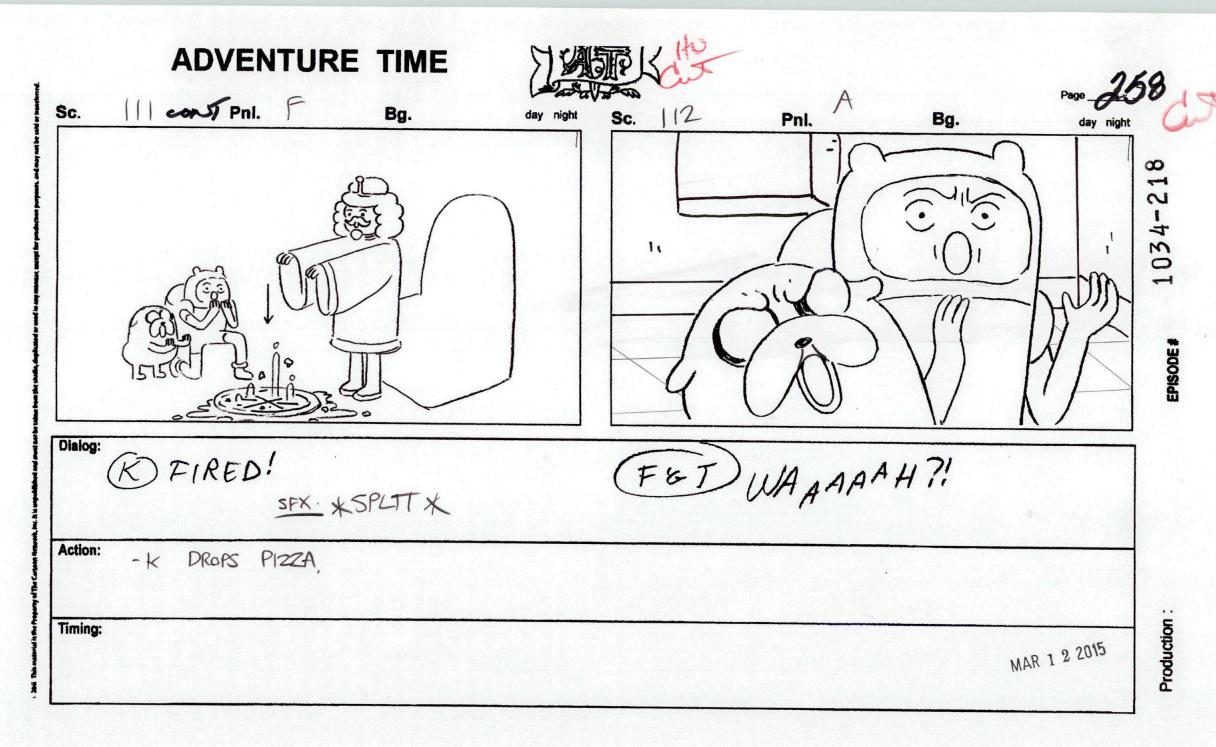
EPISODE #

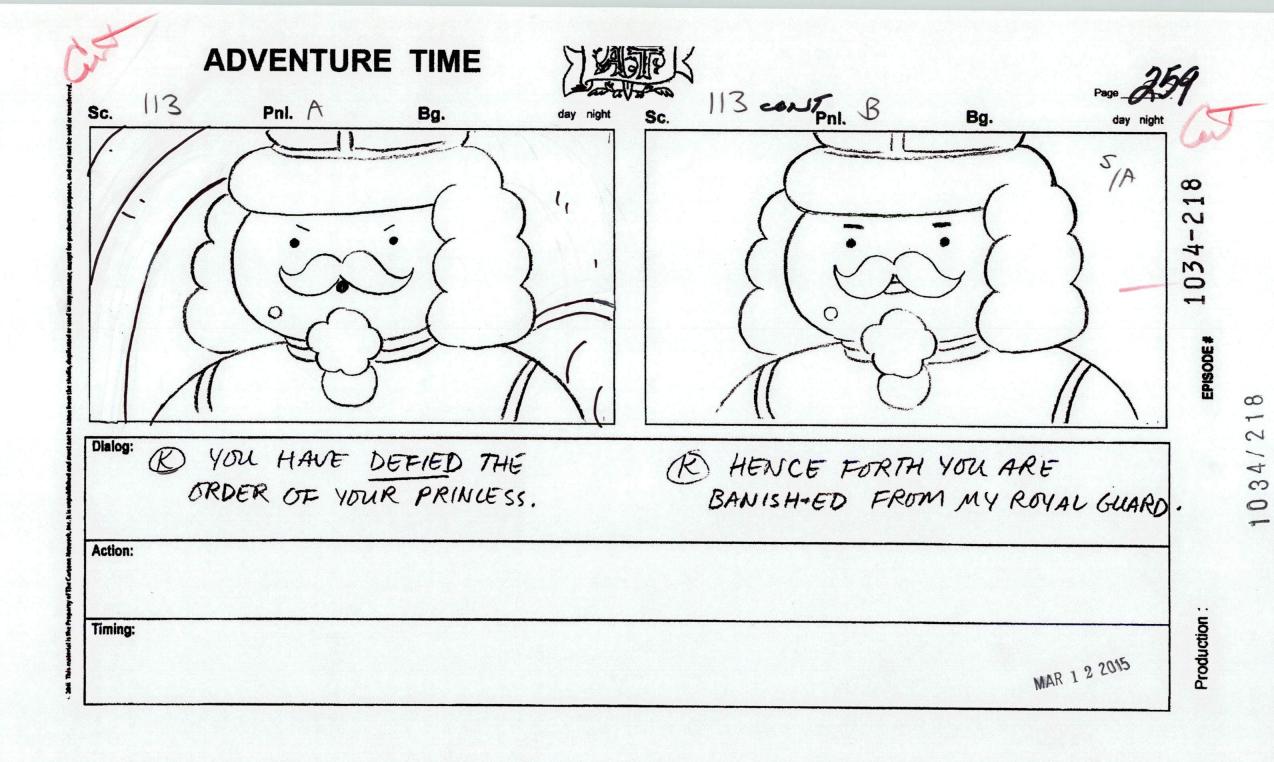
Production:

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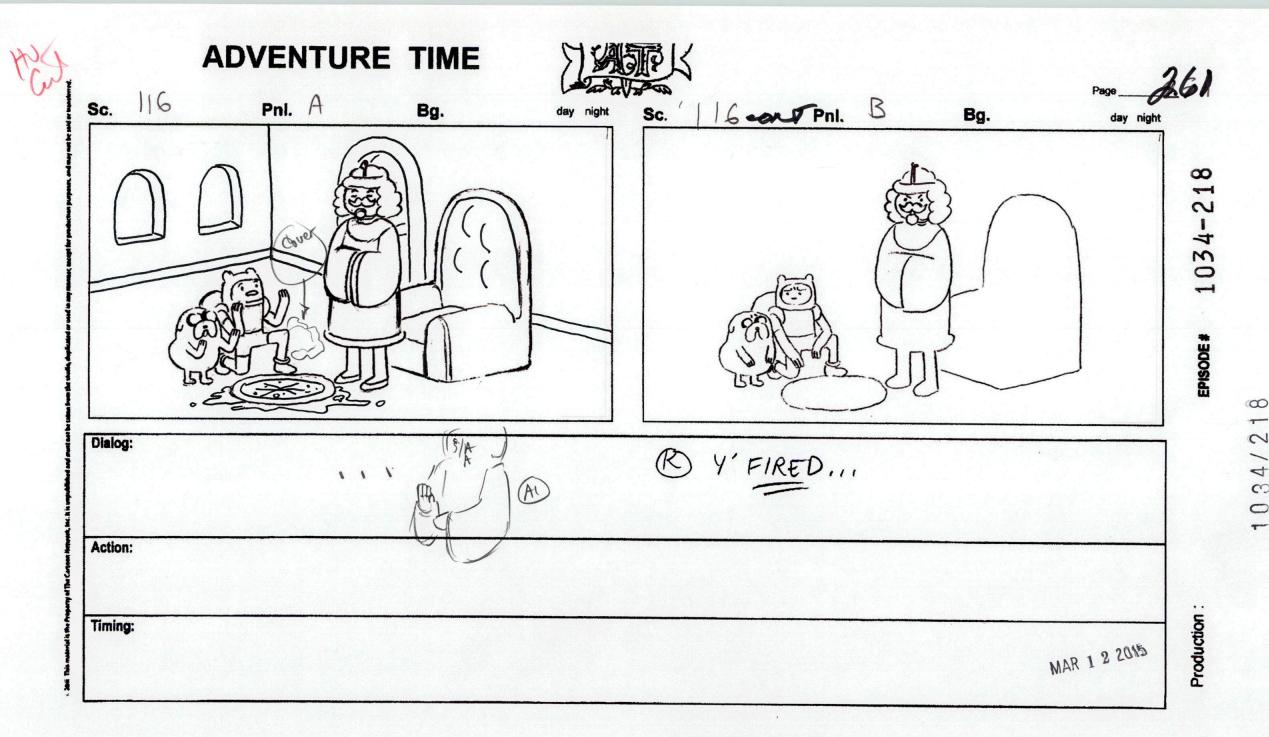
ADVENT Pnl. 1	URE TIME Bg.	day night Sc.	const pnl.	C Bg.	Pageday ni	#
Dialog: (KOO) 000H!	Small cla	P Ri	A DELIGHTA	FUL P1-24-A	1H,	
Action: -K CLAPPING-		- K	STANDS			
iming:					MAR 1 2 2015	





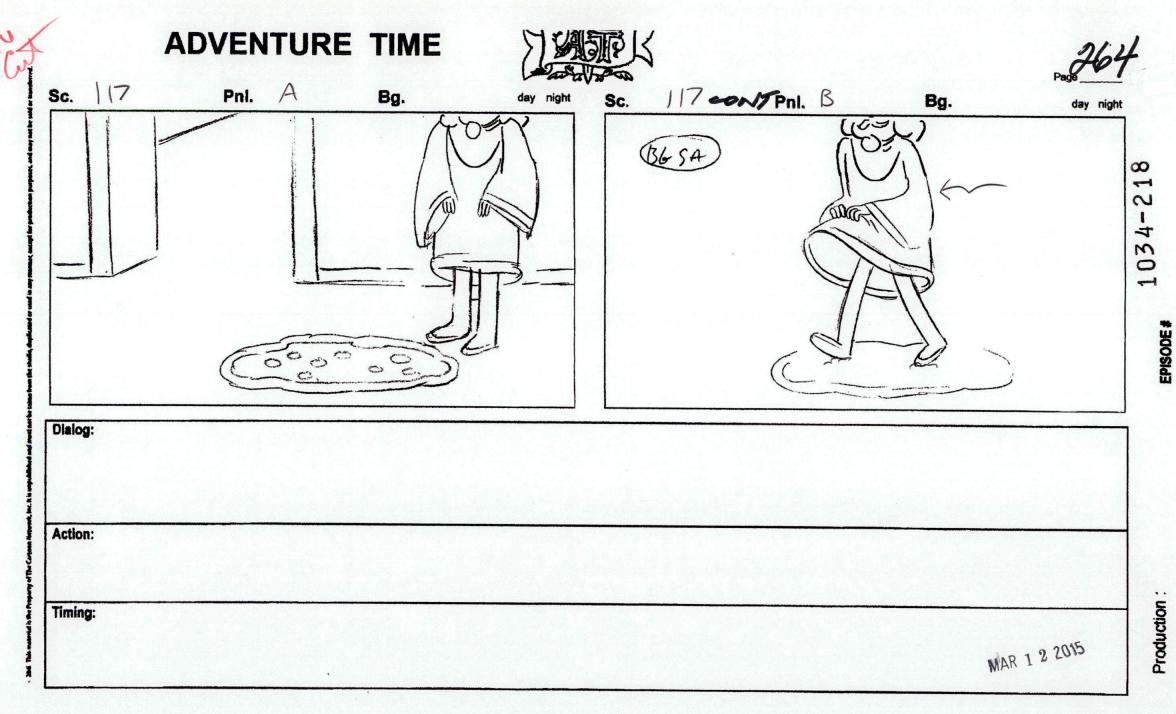


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Pni. A Bg. day night
TING THEM OFF) HUP-UP-UP
RE ME YOUR
VELING.
MAR 1 2 2015



AD	VENTUR	E TIME	刀说	遞以				741
sc. 116 2015	Pnl. C	Bg.	day night	Sc. 116 con	UFPNI. D	Bg.	Page day night	-OA
63								1034-218
Dialog:				(R) SHOO - SH	100.	0		
Action:	F. RISES					W		
Timing:								. Log
					Mr. 2 20155	1AGA TT		Production

ADVENTURE TIME	7 January	263
Sc. 116 cont Pnl. E Bg.	day night Sc.   G - F Pnl. F	Bg. day night
Action:  - F+J EXIT,  Timing:	-KOO OPENS ONE EX	7€,
		MAR 1 2 2015



AD	VENTURE	TIME	T	遞以			Page 26
Sc.     7 earl	Pnl. C	Bg.	day night	sc.  17-	ont Pal.	Bg.	day night
Dialog:							
Action:							
Timing:							MAR 1 2 2015

ADVENTURE TIME	THE PROPERTY OF THE PROPERTY O	4		Page 3
Sc. 17 CONT Pni. E Bg.	day night Sc.	117 cont pnl. F	Bg.	day night
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R GOH!				
SFX. * SQUSH *				
ction:				
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			MAR 1	2 2015
			1411	

Sc. 117 CONT Pnl. G Bg.	Page_	267
Sc. 11/ CONT Pnl. G Bg.	day night Sc. 17 CONT Pnl. H Bg. day	night
TO SEE		218
		034-
		10
	30	FPICOSIG
Dialog:		
R HMH-HMM		
Action: ((a) 1114 (114 (114 (114 (114 (114 (114 (11		
-KOO WIGGLING	-KOO ROTATES	
Timing:		tion :
	MAR 1 8 2015	Production :

ADVENTURE TIME Bg.	day night Sc. 118 cont Pnl. C Bg. day night
ialog: BANANA GUARDS!	B HUP HUP HUP
ction:	-GUARPS RUN IN.
iming:	MAR 1 2 2015

ADVENTURE TIME	7] 湖南区	6
Sc. 18 CONT Pnl. D Bg.	1 M Har	EPISODE# 1034-218
Dialog: R GIVE ME A PUSH.	B AAAH!	
Action: Timing:	- B GUARD RUNS FORWARD.  MAR 1 2 2015	Production :

Sc. 18 CONT Pnl. F Bg.	day night Sc. 18 cont Pnl. G Bg. day night
Dialog:  SFX: BBBSH	B 1'M FULLY1444
Action:	- B. GUARD SENDS KOO FLYING,
Timing:	MAR 1 2 20153

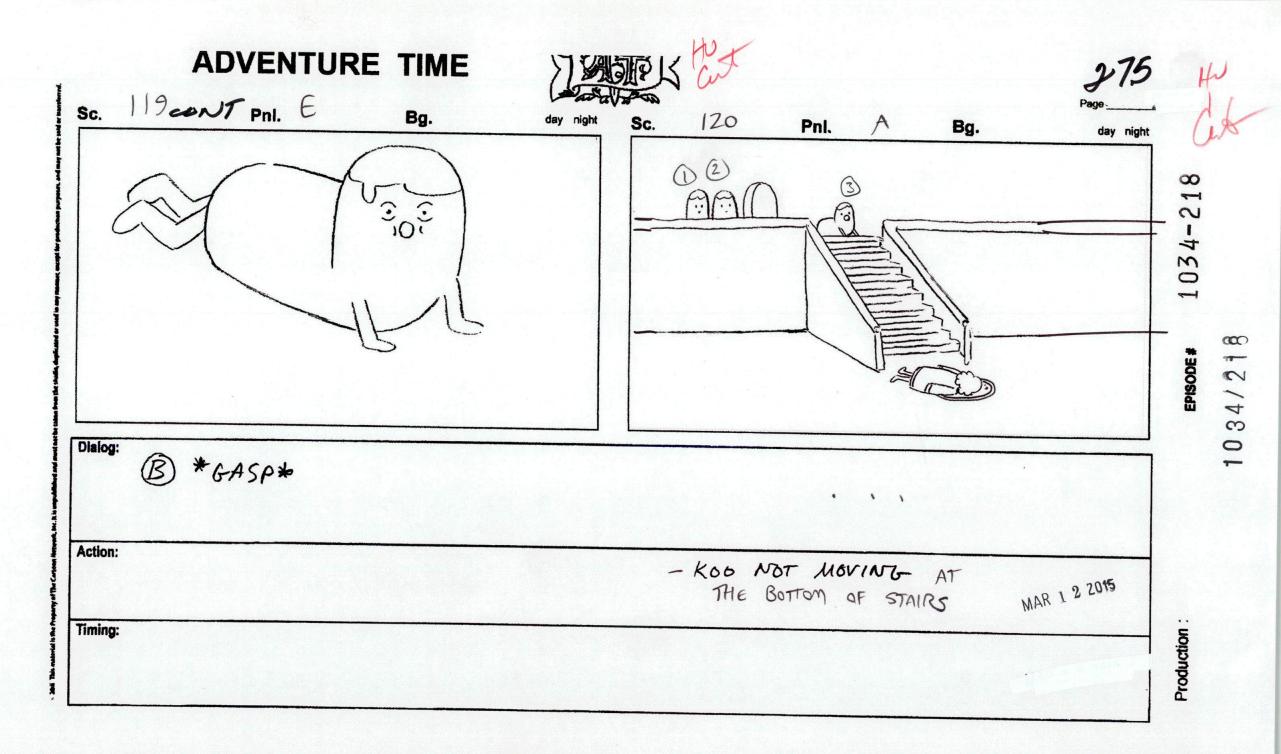
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Production:

ADVENTURE TIME  Sc. 119 CONT Pnl. B  Bg.	day night Sc. 119 C Bg.	2-73 Page day night
Dialog: BEURGH.		
Action: -B. GUARD LIFTS HIS HEAD UP.  Timing:		MAR 1 2 2015

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ADVENTURE TIME	) January	274
Sc. 119 WNT Pnl. D Bg.	day night Sc. 119 CONT Pnl E Bg.	Page
Dialog:  B/ Wha		
Action:		
Timing:		MAR 1 2 2015



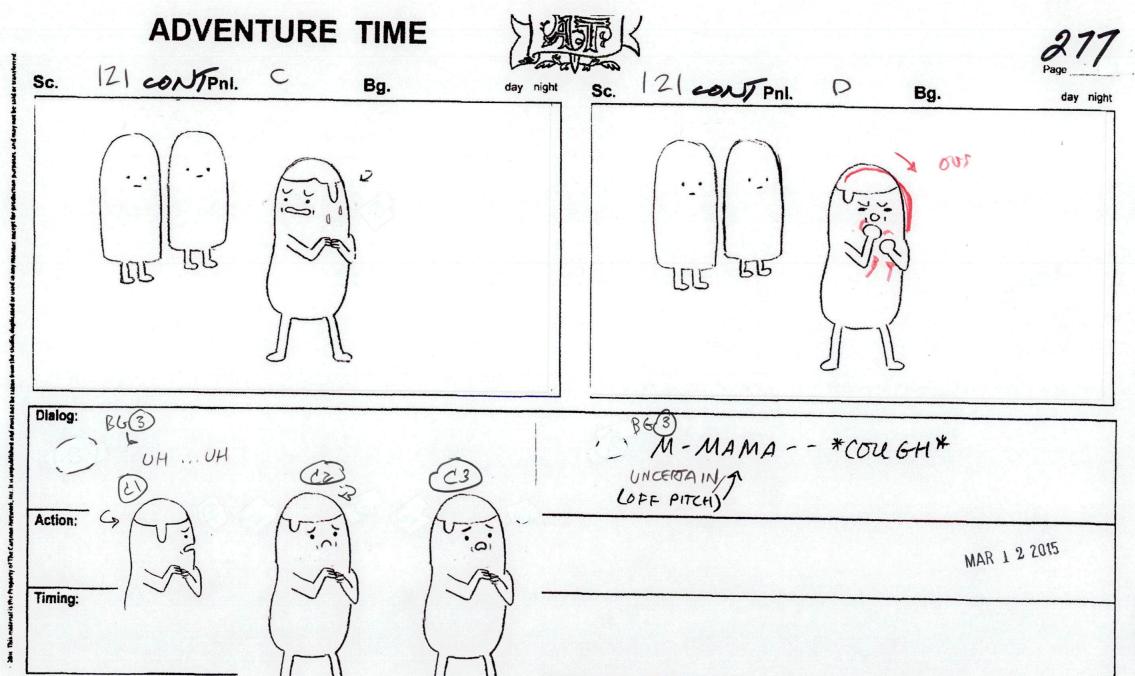
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1034-218

sc. 121	VENTURE Pnl. A	TIME Bg.	day night	Sc. 121 cont Pnl.	R	Ra	276 Page
			Anste (A)	BGB UUUH.	88.50	Bg.	day night
Action:				-B GUARD RISC	S	MAR 1 2	2015
Timing:							

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27	8
day night Sc. 121 control. F Bg. day night	nt
	1034-218
B) THERE'D BE DAYS LIKE THIS, MAMA SAID IT	
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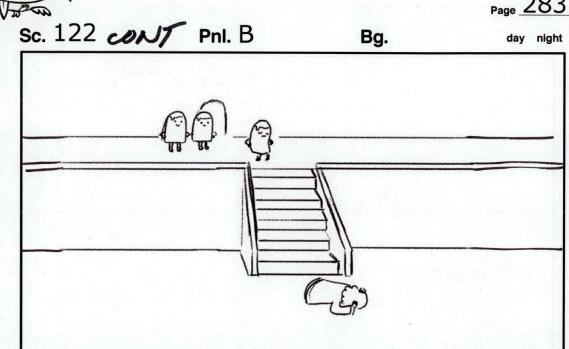


## **ADVENTURE TIME**



Page 283

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Dialog: Action: MAR 1 2 201 Timing: